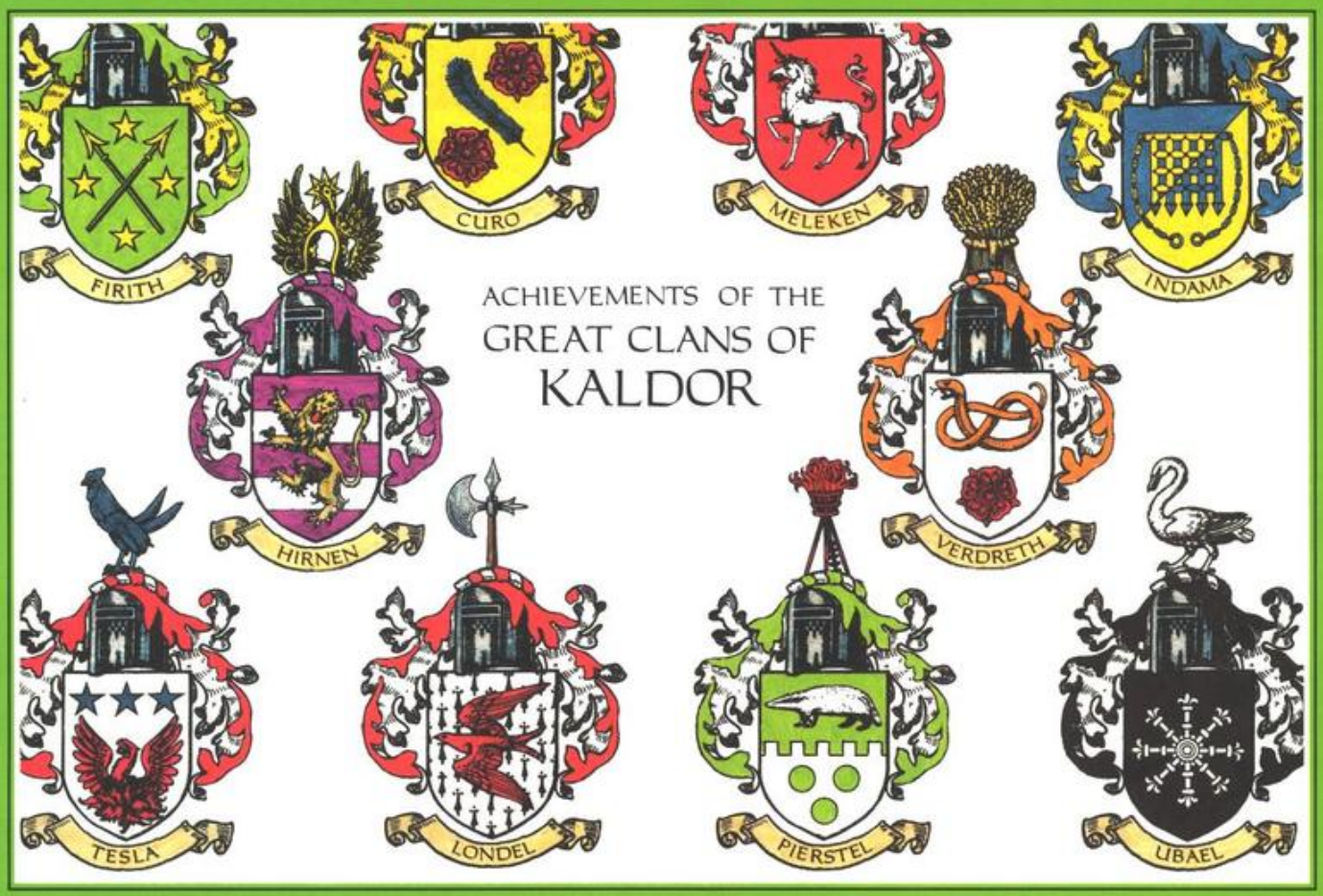
ENCYCLOPEDIA HARNICA 8



KALDOR
History, politics and clans

By: N. Robin Crossby
Tom Dalgliesh

ATLAS HARNICA
Minarsas region in the Kingdom of Kaldor

By: Ron Gibson
Tom Dalgliesh

ASTROLOGY II
Prophesy and destiny in the night sky

By: N. Robin Crossby
Lance Gutteridge

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#6008

ENCYCLOPEDIA HARNICA

ENCYCLOPEDIA HARNICA (EH)

Welcome to Encyclopedia Harnica. This concept has received more requests from gamemasters using Harn than anything else. The idea is to present consistent additions to Harn in a well organized expandable format. This module is designed to be cut into individual pages, three hole punched, and inserted in your own EH binder. The simplest procedure is as follows. (1) Remove the staples. (2) Remove the covers, colour plates, and pages from the booklet and cut them into individual pages along the folds. (3) Three hole punch each page making sure this is done on the side with the widest margin. (4) Arrange the pages into their separate articles and insert alphabetically into your EH binder. We hope you already have our CITIES OF HARN expansion module. This module contains the seven cities of Harn, organized for inclusion in EH, and our local scale and interior mapping keys which we cannot repeat herein.

EH8

This issue we have a detailed article on Kaldor, the second half of the article on Astrology, and the last of seven atlas maps (Minarsas) for Kaldor.

KALDOR

With this issue of EH, we complete the large scale atlas mapping of the kingdom of Kaldor and, as promised, we are giving you an article on the kingdom. EH lets us go into far more detail than was possible in the master module, more detail in fact than any other published world. We recommend that all human player-characters originate in Kaldor, as this is where the most background is available. While we are not omniscient, we do not anticipate any more development of Kaldor unless there is an overwhelming demand.

KALDORIC HERALDRY

There has been considerable debate here as to whether the heraldic information on the great clans of Kaldor should be under "Kaldor" or under "Heraldry". Since we are planning a series of heraldic articles, the idea of expanding the Heraldry article (EH7) piece by piece into a "Register of the Harnic College of Heralds" is quite appealing, but the notion of making it part of "Kaldor" also has merit. In the final analysis, each GM must decide for himself. Our decision was to build a register. Consequently the Kaldoric heraldry pages have "Heraldry" headings and may be treated as additions to the Heraldry article.

ASTROLOGY

Whether or not one believes that the paths of the stars trace mens' destiny, the arts of astrology have a profound impact on the lives of Harnians. The machinations of Workol are but one episode in the annals of Harnic history. The influence of astrologers grows and declines in proportion to their accuracy, but most of the royal courts of Lythia have court advisors who look to the stars for wisdom. Divination, especially of the future, seems to be the principal activity of astrologers, but even a skeptic can obtain a fresh view of his circumstances through the esoteric arts. If nothing else, an astrological reading can broaden one's perspective and generate helpful ideas. Destiny in an indeterministic universe is a tricky concept, so we have added some suggestions as to how the GM can control fortune-telling whether or not it is nothing more than self-fulfilling prophesy.

ATLAS HARNICA

A series of detail maps for the settled lands of Harn, showing villages, manors, mines, points of interest, streams, rural tracks, and so on. Each map is indexed with an alphabetical list of settlements, and the holder, leige, acreage, etc. for each location. The maps and indices are designed to be kept separate from the main body of EH; another binder or placement at the back of your EH binder is recommended. The map key for ATLAS HARNICA appears in EH1.

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NEXT ISSUE (EH9)

BEJIST

First an Earthmaster site, then a Sindarin royal stronghold and prison, now the secret temple of the priesthood of the Pagaelin and their deadly Navehan rituals.

PAGAELIN

One of our favourite tribal nations but not so for travellers. These human misfits are drugged and manipulated by shamans, a priestly class with Navehan origins, and unlike most barbarian nations, the Pagaelin do not acknowledge any honour but that of killing strangers.

HERBLORE

Not all of Harn's plants resemble those of Terra and there are far worse dangers than poison oak. This article will be a handy guide to the appearance, medicinal (and other) effects of some of Harn's more interesting varieties. Not all of them are legal.

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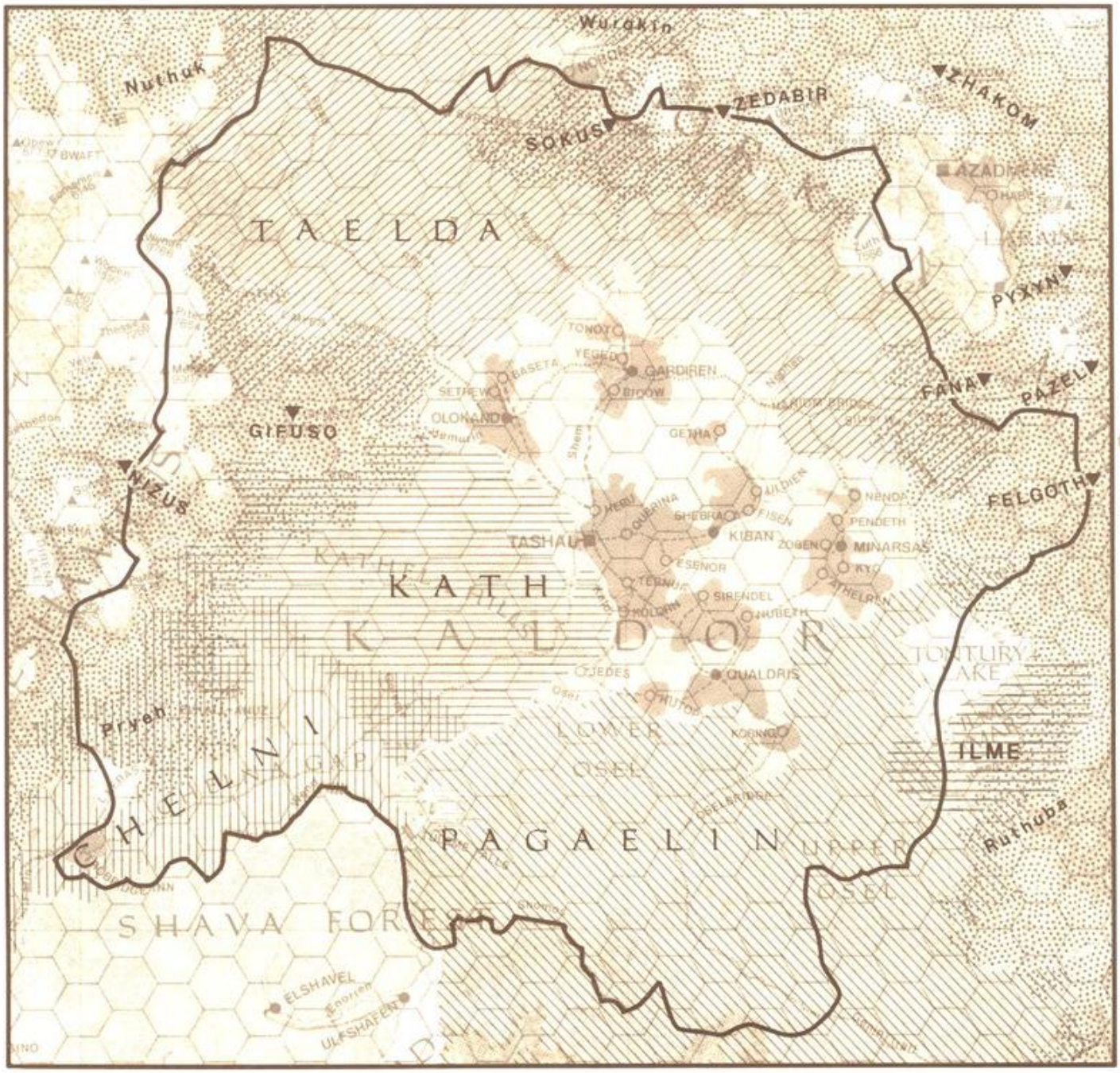
KALDOR 1

Kaldor is the name given to the region of the middle Kald River watershed, lying roughly between the Sorkin and Felsha Mountains of east central Harn. The natural vegetation is mostly mixed woodland and forest and there are tracts of cropland and pasture. Most of the region is alluvial plains, but there are several hilly districts, notably the Kathela Hills and Upper Osel. The region has given its name to the feudal Kingdom of Kaldor; most Harnians using the name Kaldor mean the kingdom, not the region.

Although the region is culturally dominated by the Kingdom of Kaldor, it is home to several tribal nations who range back and forth across the realm's ambiguous borders. Since its foundation in 188 TR, Kaldor has assimilated large numbers of tribesmen, but many of the lands claimed by the kings and nobility of Kaldor are actually controlled by the Chelni, Kath, Pagaelin, and Taelda nations. By means of ambush and refusal to face open battle, these hardy tribesmen have been able to withstand intermittent Kaldoric attempts at conquest.

The lands to the south and west are the most volatile and contentious, hence the Kaldoric military districts of Oselmarch and Chelmarch. To the west, Chelni and Kath lands are crossed by the Salt Route and include some fertile Kald bottomland. Kaldor hopes to extend its power to Trobridge Inn and further at the expense of both nations. Pagaelin territory to the south has a high proportion of woodland which is easier to clear than forest, giving it a higher agricultural potential. This region is also crossed by an important trade route, the Genin Trail. Beyond the Pagaelin lies small, but rich Chybisa, a kingdom to which the Kaldoric throne is not likely to forget its claim.

While the kingdom is not entirely safe from the rampages of her barbaric neighbors, her colonization of surrounding lands continues. Kaldor's relations with her barbarian neighbors are not always warlike. A few hardy mercantylers go out to trade in the wilderness and tribesmen are hardly an unusual sight in Kaldor's border settlements.



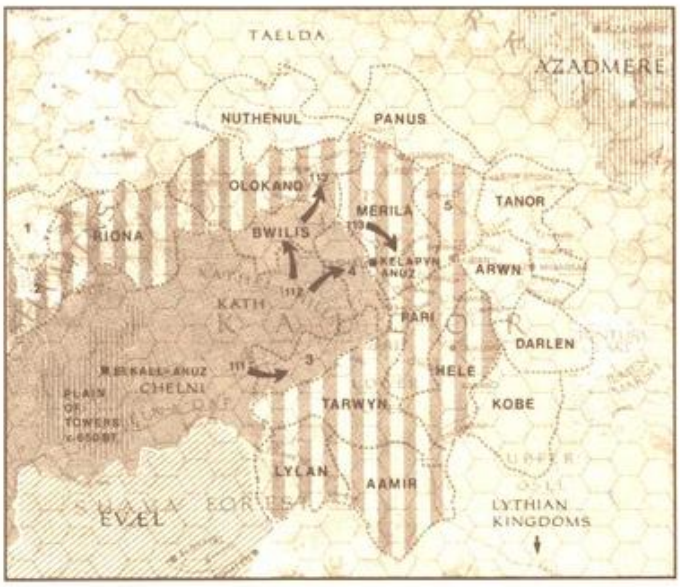
KALDOR 2

HISTORY

The Jarin began settling along the upper Kald c.1150 BT and Kaldor saw the greatest flowering of early Jarin culture. By 1000 BT, Jarin communities dotted the Harnic Isles, but nowhere were they better established or more advanced than in Kaldor. The Jarin of Kaldor fought loyally with the elder peoples during the Atani Wars against the invading Lythian barbarins, but the Battle of Sorrows (683) ended the domination of the Sindarin and Khuzdul in Harn and the Jarin faced the Lythians alone. Once the elder peoples no longer opposed them, the Lythians, who came from different parts of the continent, dissolved their alliances and bands filtered throughout the island. In Kaldor, and a few other places, the Jarin were sufficiently numerous to retain much of their heritage. A hybrid culture evolved as successive waves of barbarians were absorbed. By the first century TR, the bloodlines were so intermixed that, with the exception of the northern Jarin, most people considered themselves Harnic rather than Jarin or Lythian. Kaldor was a mosaic of fiercely independent petty states and tribal nations; empire builders made little headway until Lothrim.

LOTHRIM (96-120)

Most Kaldoric historians hold that only by luck could Lothrim the Foulspawner and his Chelni rabble have subdued the richest, strongest kingdoms of Harn. By c.110 TR Lothrim began preparing for his greatest military campaign. In 111 and 112, he siezed the tiny Jarin states on the west bank of the Kald and issued an ultimatum to the king of Olokand in 113. When it was rejected Lothrim led his Chelni horsemen and mercenary foot across the Hemurin. Olokand was stormed and taken within a tenday, its royal house tortured and slain to a man. A month later, Lothrim visited the same fate on Merila. His next ultimatum was met with an offer of negotiation and Lothrim made the rest of his Kaldoric conquests without war.



1-MENDAR 2-DRENIS 3-WARLECH 4-GWETHIC 5-TYANNILD

THE FOUR KINGDOMS (120-178)

When Lothrim failed to return from Kiraz in 120, his empire collapsed and local warlords emerged from the political chaos. Kelapyn-Anuz was sacked in 121; the Gargun were killed or driven out and artisans, scholars and bureaucrats scattered to throughout the region. Tashal was founded on the ruins of Kelapyn-Anuz. Four kingdoms were founded in the Kaldor region; Nurelia (125) Kephria (128), Pagostra (137), and Serelind (142).

MIGRATION WARS (178-240)

Between 145 and 177 eastern Harn enjoyed unusually mild weather. Crop yields were bountiful; so was hunting. Everywhere, populations grew rapidly. When the weather returned to normal, the Gargun (by then well-established in the mountains) and human tribes were forced to range further afield for sustenance while Kaldoric peasants desperately tried to bring more tribal land under cultivation. With highland Gargun pressing the humans of the foothills, the quest for food became an avalanche with the four kingdoms at the bottom. The weather was poor for six decades. Tribes found that raiding the Kaldoric peasantry was easier than hunting. Necessity drove dozens of individual barbarian tribes to combine into hordes capable of stripping whole districts of anything edible.

In 178 the High Kath destroyed Hosat, the largest Kephrian settlement in the Kathela Hills, heralding sixty years of starvation, tribal migration and sporadic fighting that became known as the Migration Wars. While Medrik I of Serelind was able to hold his own, crushing the eastern Taelda at the battle of Noneth in 180, few of his contemporaries were able to deal with barbarian armies that became more and more ambitious. In 182 Orsin, the king of Pagostra, perceived no way to turn back the Pagaelin; he appealed to Medrik I. Medrik agreed to help, but his price was a promise of fealty. The Pagaelin were defeated at the battle of Kobing in 183. The next year, Orsin swore fealty to Medrik and was made Earl of Pagostra.

HOUSE OF TANE (188-377)

Since her calamitous defeat at Hosat, Kephria had lost most of her lands west of the Kald to the Kath. In 187, King Torbet was slain in the Kathela Hills at the battle of Lareb Hill. Torbet's heirs were minors. Almost immediately, Medrik I marched into Tashal to "aid the leaderless people of Kephria against the barbarians". The demoralised populace may have been glad to see him. In 188, Medrik annexed Kephria and, with the remnants of three kingdoms under his control, proclaimed the Kingdom of Kaldor.

Nurelia had survived the onslaughts of the Taelda without any aid from Medrik I, but in 235 King Lotin the Gray was killed in battle. Crown Prince Brant's age, fourteen, did not inspire confidence in the Nurelian barons who convened a succession council that voted the crown to King Kalabin of Kaldor. The suspicious disappearance of prince Brant in 237 prompted a baronial revolt that was put down by Kalabin at the battle of Olokand in 238. The Migration Wars were effectively over and the House of Tane stood supreme.

THE KALDORIC CIVIL WAR (362-377)

With Kaldor united and the last external threat defeated, Kaldorans turned their eyes inward. The house of Tane established strong central government, but kings continued to rely on a feudal structure for military security. With so much power in the hands of the barons, Kaldor developed a tradition of conflict between the crown and the feudal lords. On the death of King Maranos in 362, the clearly legitimate successor was Aidrik II, but many of the barons supported a rival claimant who promised them greater autonomy, Fierth of Qualdris, (Aidrik's bastard elder brother). Neither claimant could control the rampages of their armies or command the unswerving loyalty of their supporters. For fifteen years, all that was achieved was the laying waste of the countryside. In 377, Aidrik II, acting on treacherously false information as to the enemy's location, was caught in the open with his army by a superior rebel force near Kiban. Several of his vassal-lords defected. Fierth won the day. Aidrik was captured and executed, allegedly roasted over an open fire.

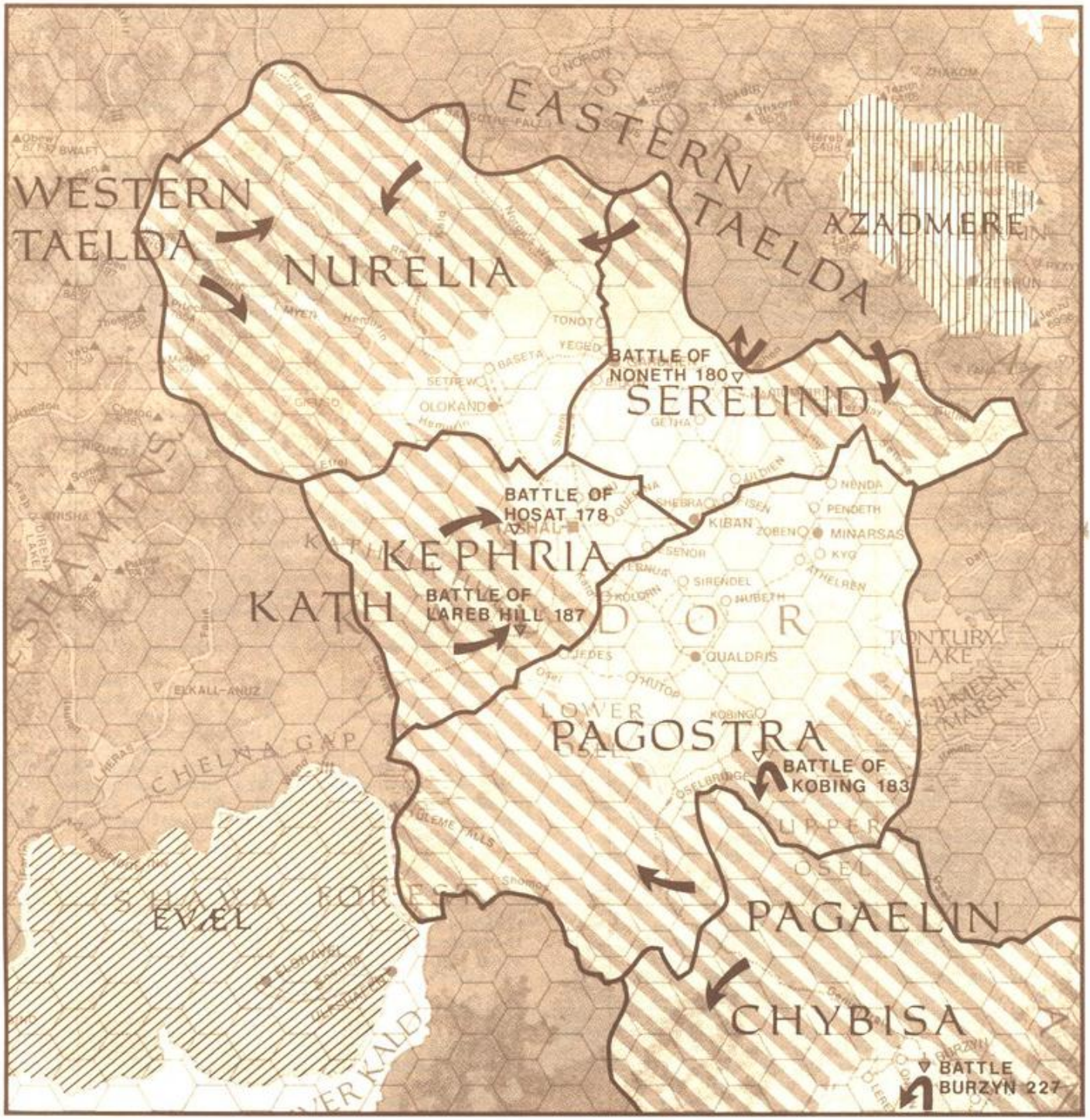
HOUSE OF ORGAEL (362-406)

Fierth the Usurper failed to satisfy his supporters and had to ruthlessly defend his crown on several occasions. Fierth preferred subtle methods; he corrupted the judicial system to his needs and levied ever greater taxes. Barons were tried and executed for treason. On his death, a major revolt erupted against his son. Uthred (385-406) was able to subdue the rebellion, but was assassinated by a band of knights while hunting.

THE RESTORATION

THE HOUSE OF ARTANE (406-599)

The barons convened a succession council that offered the crown to Aidrik II's only surviving son, an exile in Chybisa. The new king took the name Aidrik III, to symbolize continuity and legitimacy. To symbolize a fresh start, he changed the name of his house from Tane to Artane and promised to rule in a manner respectful of the barons' rights. Conciliation and compromise would guide Kaldoric politics for nearly 200 years. Each time a monarch died, the barons would force concessions from the new ruler, who would quietly attempt to take them back during his reign. Sometimes the barons would press their claims in battle, but for the most part the tradition was peacefully respected. In the latter half of the sixth century, however, the house of Artane exceeded its traditional limits of power. Monarchs ruled badly and their deaths were followed by rebellion, each worse than the last.



THE HOUSE OF ELENDSA

Clan Elendsa attained prominence in 407 when Herlan was made Earl of Olokand for his loyal service to Aidrik III during the Restoration. His successors carefully built the clan's influence, in no small part by judiciously marrying into the great clans of Kaldor.

When Iemald (588-599) died, ending the direct line of clan Artane, a confused power struggle was waged by fifteen claimants. While most nobles ruthlessly pressed their claims, Haldan, Earl of Olokand, earned a reputation for honesty. After three years of conflict, the Earl of Balim, Alessa of Dariune, realizing that his own claim was not agreeable to most of Kaldor's nobility, and discerning a rising star, proposed that Haldan take the crown. With this support, Haldan accepted the kingship in 603.

HALDAN THE ELDER (603-636)

Haldan and his allies subdued the remaining opposition and Kaldor began twenty years of reconstruction. For the most part, the barons were content as Haldan sponsored a restoration of feudalism; their rights were respected. When he died only the most cynical failed to mourn.

HALDAN II (the Younger) (636-651)

The second Elendsa king was his father's son, tutored by the voluminous journals of Haldan the Elder. Movement towards "traditional" feudalism continued, although Haldan II's reign actually saw a slight decline in the power of the barons. Haldan spent effort rebuilding the royal government and the judiciary. His queen, Imelene, oversaw a flowering of chivalric pageantry. This beautiful and intelligent woman greatly enhanced the royal mystique.

CHELEBIN III (651-669)

When Haldan II died there was great sympathy for Imelene, but surprise when the succession council selected her instead of their son Torastra. He was concerned with tournaments and wenching and gave wholehearted support to the choice. As Chelebin III, she inspired a "new birth of chivalry". Bards sang of her, the people adored her, knights happily died for her. She died of a stroke in Olokand at the tournament which she started and which still bears her name.

TORASTRA (669-693)

As he aged, Torastra had assumed more responsibilty. When Chelebin III died he had been the power behind the throne for several years. Torastra wanted to put the flower of Kaldoric chivalry to practical use. A commercial dispute with the Thardic League gave him the excuse to declare the Salt War. He marched west with indecent haste into an ambush laid by the Autarch Aglir: the battle of the Chelna Gap (672). Torastra returned to Tashal and contemplated the "dishonourable" style of warfare his opponent had exhibited. In 673, Torastra set out with a larger, better prepared army. This time he surprised the League's army at the battle of Ramala Gap. The settlement that followed won Kaldoric merchants valuable trading rights.

Late in 674 the Sword of Calsten, a priceless and allegedly enchanted heirloom, was stolen from Torastra's treasury. Hearing that it had been sold in Burzyn to a Chybisan nobleman, Torastra demanded that King Balesir of Chybisa return the weapon. Balesir ignored him and the Treasure War was declared. Torastra mustered his army in the spring of 675 and crossed the Ulmerien on both sides of Burzyn. After 400 years without a real war, the Chybisans were routed and withdrew into Burzyn. After three years of siege with plague and rebellion rife, Balesir obtained the honours of war and went into exile. Chybisa became a Kaldoric fief, but the stolen sword was not recovered. Balesir raised an army in Melderyn and defeated Torastra's forces at the battle of Geda in 687. Torastra denounced Balesir as a treacherous churl, but ill health prevented him from pressing his cause. In 689 Torastra broke the Eastern Kath while failing to secure the Kathela hills. He died of old wounds on the last day of Morgat 692.

MIGINATH (693-

Torastra's eldest son, Miginath, was chosen to succeed his father despite a chronic history of illness. Although suffering from numerous ailments, Miginath has astounded all by surviving and ruling wisely for twenty seven years, favouring a style of government that delegates royal powers to well chosen subordinates.

When he was twenty, Miginath took the daughter of a mercantyler, Lesel of Harabor, as his lover. Lesel was seventeen and a commoner, making her an unsuitable match. Miginath was in love with her and refused to marry anyone else, infuriating Torastra. Miginath lived in exile for a few years until his father forgave him. Miginath had two sons by Lesel, Maldan in 673 and Koris in 675; she died bearing Koris.

Miginath was forty-one when his father died. Three years after he took the throne, twenty-one years after the death of Lesel, he took a second mistress. Erila of Kaphin is a daughter of Chybisan nobles and a knight in her own right, but a rumour that she is the illegitimate daughter of Torastra prevents a marriage. In 696, Erila bore Miginath a son.

The fact that Miginath has never married, nor officially acknowledged his three bastard sons leaves the succession contentious. As is the custom in many Harnic kingdoms, a clan succession council will convene on the king's death to choose among the heirs; if the council cannot achieve consensus civil war may result. If the council recognized the claim of one of Miginath's sons, it must first acknowledge his legitimacy. With this in mind, the nobles of Kaldor are already forming factions behind the stronger claimants. If Miginath were to recognize one of his sons it would simplify, not resolve the succession. Indeed, Miginath has complicated the issue by giving his "alleged" sons positions in the royal government, and making his lover the Lord Privy Seal.

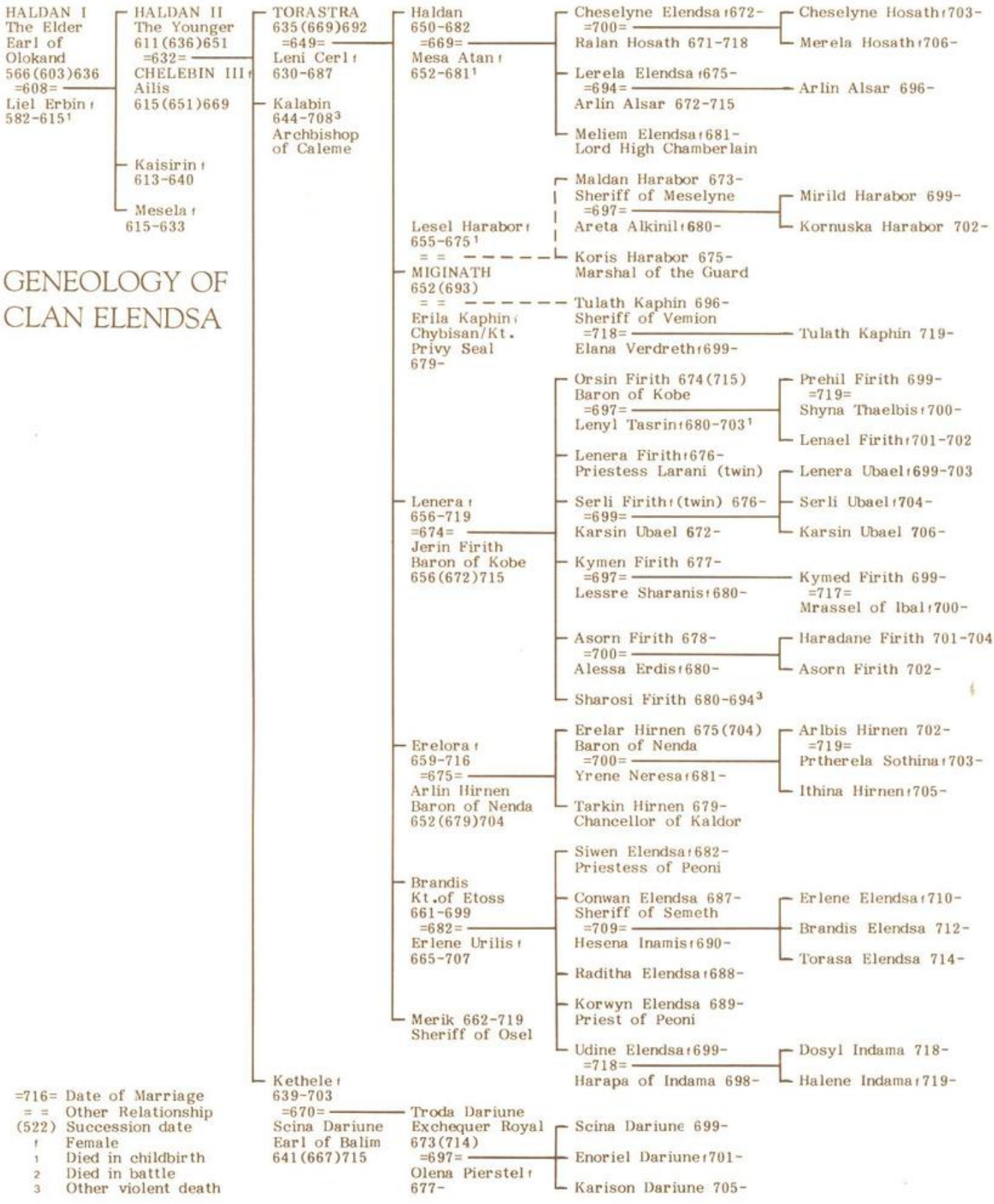
One reason for the king's reticence in naming a candidate for heir is a confidential understanding with the Earl of Balim, Troda of Dariune. After the royal house, the Clan Dariune is Kaldor's most powerful family. They have always supported the Elendsas. Without the Earls of Balim, it is doubtful that the Elendsa's could have maintained power. When Miginath dies, the head of clan Dariune will be the most influential noble in Kaldor and his choice for heir will carry a good deal of weight; his blood relation to the Elendsas will probably result in his sitting on the succession council. Troda has not made clear whether he intends to press his own claim to the throne or merely exercise his influence to insure that a good selection is made.

Negotiations are underway for the betrothal of Scina, the heir apparent of the Dariunes, to Cheselyne (the younger) of clan Elendsa who has an strong claim to the throne. Its basis is that if the succession is passed to the oldest offspring, a common method, she and her mother have the best claim traced through Miginath's dead elder brother Haldan. The mother was passed over once in favour of Miginath. She is a cunning but unpopular woman. The daughter is no less cunning and far less scrupulous.

Apart from members of the eldest line of clan Elendsa, all the children of Miginath's younger siblings have claims to the throne. Conwan Elendsa's claim is based on descent by eldest legitimate male. He is also the Sheriff of Semeth and able to press his case. He holds three good manors plus valuable iron mines. One of Kaldor's wealthiest knights, he has submitted petitions to build a keep, so far politely ignored, which would effectively make him a baron.

Several others have claims to the throne. Clans Firith, Hirnen, Indama and Ubael are related to the king by marriage or blood and are in positions to press their claims. The picture changes constantly and few express opinions publicly.

GENEOLOGY OF CLAN ELENDSA



=716= Date of Marriage
= = Other Relationship
(522) Succession date
† Female
1 Died in childbirth
2 Died in battle
3 Other violent death

FEUDAL GOVERNMENT

In Kaldor, as in other feudal states, all land belongs to the monarch. Lands and titles are granted by the throne in exchange for military service. Once a title and lands are granted to a major noble, it is very difficult to remove them. Firstly, if the other great magnates are to be kept silent, the noble must be tried and convicted of some major crime such as treason, his lands and honours legally stripped. It is also likely the king will be obliged to raise an army to effect any confiscation, possibly leading to armed revolt or even civil war.

Feudal nobles tend to place their own interests above those of the crown. The succession of a new monarch in Kaldor has, traditionally, triggered a scramble for better position among the nobility. A new king or queen must seek oaths of fealty from the feudal lords and may be forced to bargain for them. But if too many concessions are made, the monarch may well be forced to spend the balance of his reign recovering his diluted powers.

The first priority for any monarch's domestic policy is to prevent the formation of coalitions strong enough to unseat him. Kings of Kaldor have generally sought to have the lands of their tenants-in-chief scattered throughout the kingdom. This reduces a lord's ability to rebel, since his bases are isolated from each other and, usually, surrounded by royal or loyalist lands. As another security measure, the king makes alliances, often by marriage, with his powerful vassals. Dariune, the Earl of Balim, for example, is the king's cousin; the royal bureaucracy is an exercise in nepotism. All of this jockeying for power is, of course, beneath the surface, a matter of constant intrigue. Only rarely is violence resorted to, and then often indirectly, in a manner that may be denied later.

THE ROYAL GOVERNMENT

The royal government is an extension of the royal household and most of its non-provincial organs travel with the king. The monarch personally appoints the Chancellor, Chamberlain, Exchequer-Royal, Lord Privy Seal, Sheriffs, Wardens and Marshals. All are members of the Privy Council which (theoretically) meets regularly to advise the king.

Department heads usually choose their own subordinates. There is a great deal of bribery and political maneuvering to obtain positions in the royal service. Patronage is not deemed improper unless it is against the interests of the crown. While royal officials may be better paid than persons holding similar positions outside government, there is little security in such a vocation. If a department head loses favour, his relatives and appointees may also be purged. The appeal in such a job is really the exercise of power and prestige. Members of court travel with the king and receive at least some accomodation and nourishment at his expense.

THE CHAMBER

The Chamberlain, Meliem Elendsa, would normally take her orders from the Queen, but since Miginath has no wife, the king's niece also plays the role of Lady of the house. This department is primarily responsible for the day to day operation of the royal household, but Meliem exercises immense power because she has the right of (almost) unlimited access to the person of his majesty.

THE CHANCERY

The Chancellor is responsible for the general government and judiciary of the kingdom as a whole. Civil officials, including the aldermen of towns, usually report to him. He also presides over the chancery court, which is the highest below that of the king himself. The Judge Advocate of Kaldor may be thought of as an attorney-general, the Inquisitor General is the chief crown prosecutor; both are skilled litigants. The Lord Privy Seal keeps the great seal of Kaldor and acts as a confidential personal secretary to the Privy Council and/or the king.

THE EXCHEQUER

The Exchequer Royal (or Chancellor of the Exchequer) is the chief financial officer of Kaldor. His responsibilities include the collection of royal revenues (through the sheriffs) from the provinces and towns. He also presides over the royal mint in Tashal and advises the king on budgetary matters.

THE PROVINCES

Sheriffs are the king's agents within their shires, but in most day to day matters they are answerable to the Exchequer for financial matters or the Chancellor for judicial matters. Each sheriff commands at least a keep (and its permanent garrison) which is a royal stronghold and residence. Since it is the habit of most monarchs to travel with their court, visiting each royal keep and castle at least once a year, this is an important function. In terms of the power at his disposal, a sheriff is virtually the equal of an earl; in some ways he is more powerful. Only the fact that he must (legally) send most of his fief income to the king, who may dismiss him at any time, distinguishes him from the feudal lords.

THE ARMY

Apart from two very small "armies" that patrol Chelmarch and Oselmarch, the only permanent armed force in Kaldor is the Royal Guard. The King obtains military forces from several sources: the feudal levy, mercenaries, and the militia. The feudal levy are those men and knights who hold lands in exchange for military service of 30-90 days per year. Some who owe service pay scutage instead and this is enough to hire mercenaries to replace them.

The organization of royal armies in the field is flexible. In time of war, an army will incorporate all or part of the feudal levy, mercenaries and local militia. Until an officer is named to command the force, there is no single authority able to command such diverse forces in the field. When there is no Marshal, the office is held by the king, that is to say left vacant.

The Royal Guard

Responsible for the protection of the royal household, this small but elite force is commanded by the Marshal of the Household. There is a High Guard, comprised of two companies (20 men each) of knights-bachelor, supplemented from time to time by a similar number of knights of the feudal levy. The Low Guard is a permanent auxiliary force of four companies of elite men at arms. The Guard travels with the king, but forces are sometimes detached for special military duties; they may be assigned to stiffen military units elsewhere in Kaldor, or escort important persons when they travel separately. One or two companies precede the king to his next place of residence to see that everything is in order.

THE MARCHES

Oselmarch and Chelmarch are regions that might one day become shires, but are not yet sufficiently secure. Consequently they are under the military government of Wardens who are responsible to the king. Each march has a permanent corps of four companies (80 men), generally two medium foot, one light foot, and one light archer. These token forces may double during the summer, augmented by feudal levy.

Chelmarch

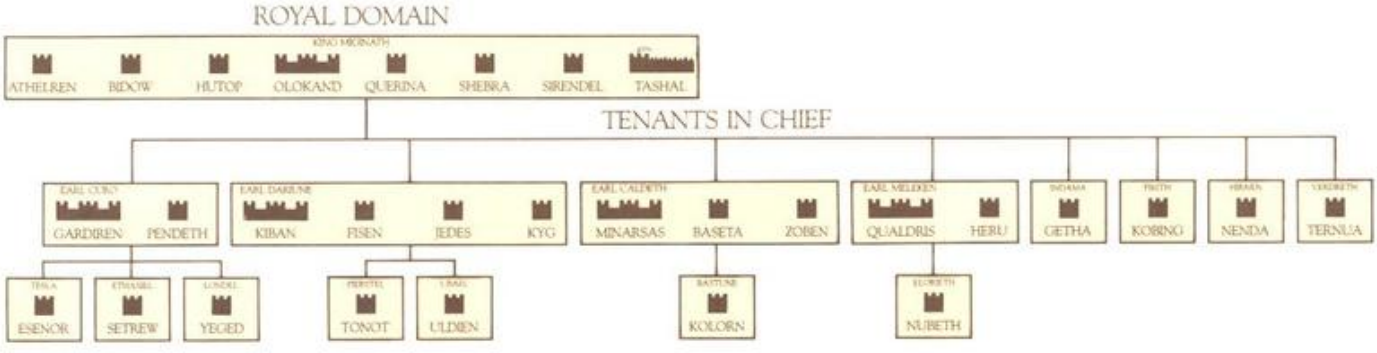
The King is the present Warden but the field commander is the deputy warden, Korus of Ynel, bailiff of the royal manor of Kathane. Headquartered at Kathane and Tashal, the principal roles for this army are to patrol the Salt Route and "subdue the Kath".

Oselmarch

The Army of the Osel is supposed to maintain order along the Genin Trail between Kobing and Oselbridge. In reality, the welfare of caravans on the trail largely depends on the charity (or lack of it) of the Pagaelin. The Warden of Oselmarch, Baron Firith of Kobe, is related to the king by marriage.

- LORD HIGH CHAMBERLAIN 600d — Princess Meliem Elendsa (HM niece)
  - Chief Clerk of the Chamber 84d — Chamber Clerks 72d
  - Lord Master Herald 160d — Royal Heralds 85d — Pages in Training
  - Personal Physician to HM. 120d — Deputy Physicians 72d
  - Seneshal of the Chamber 96d
    - The Royal Chef 72d — Kitchen Serfs 6d
    - Master of the Cellars 48d
    - Foodtaster 36d
    - Chamber Serfs 12d
  - Astrologer Royal 120d — Journeyman 36d — Apprentices
  - Master of the Esoteric Arts 144d — Journeymen 42d — Apprentices
  - Alchemist Royal 132d — Journeymen 36d — Apprentices
  - The King's Fool 60d
  - Chief Bard of the Chamber 120d — Musicians/Harpers 48d
- CHANCELLOR OF KALDOR 600d — Tarkin of Hirnen
  - LORD PRIVY SEAL 360d — Erila of Kaphin
    - Chief Clerk Chancery 84d — Chancery Clerks 72d
    - Keeper of the Rolls 78d
    - Royal Agents 54d
  - Inquisitor General 156d
  - Lord Advocate of Kaldor 180d — Chancery Advocates 78d
- EXCHEQUER ROYAL OF KALDOR 600d — Troda of Dariune Earl of Balim
  - Treasurer of the Exchequer 240d
    - Governor Royal Mint 120d — Royal Engravers 72d
    - Royal Assayist 96d
    - Collector General 120d — Tax Collectors 48d; Toll Collectors 36d
  - Chief Clerk of Exchequer 180d — Exchequer Clerks 72d
  - Inspector of Public Works 150d — Royal Masons 102d
- LORD MARSHAL OF KALDOR 600d (vacant)
  - Army Commanders (temporary) — Unit Commanders — Military Units
  - Inspector General of Army 240d
- MARSHAL OF THE ROYAL GUARD 600d — Koris of Harabor
  - Captain of the High Guard 348d — Kt.Commanders HG 324d — Knights of HG 300d
  - Captain of the Low Guard 120d — Sergeants of LG 60d — Men at Arms LG 48d
  - Master of Squires 324d — Squires in Training
  - Master of the Hunt 84d
    - Falconer Royal 48d
    - Master of Hounds 36d
  - Royal Weaponcrafter 120d — Journeymen 48d — Apprentices
  - Royal Ostler 96d — Journeymen 42d — Apprentices
- LORD HIGH SHERIFF 480d (1 per Shire)
  - Constables of Keeps/Castles 300d — Permanent Households
  - Foresters Royal of Hundreds 312d — Royal Foresters 48d
  - Bailiffs of Hundreds 240d — Bailiffs of Royal Manors
- LORD WARDEN OF A MARCH 420d (2) — Deputy Warden of the March 360d — Army of the March

SUBINFEUDATION OF KALDOR



The following is a complete list of major settlements in the Kingdom of Kaldor, their key political and economic data, and a complete list of all settlements owing fealty to these estates. Every manor and village mapped and indexed in Atlas Harnica is tabulated. These locations are indented from left to right to show their subinfeudation rank. For example: HYSTOSH holds from HINDERTIS, which holds from ATHELREN, which holds from the King. The holder and number of acres held are also given. Shire Moots are always held by Sheriffs; Hundred Moots are generally held by Bailiffs of the Hundred, listed as B/H. Economic data given is:

[U] The URBAN revenue gained from urban taxes, tolls, rents, etc.

[R] The RURAL revenue gained from the estates of the fiefholder.

[S] The number of knights owing service, followed by the total number of days of service owed by these knights. Some part of this feudal levy may be converted into scutage at 12-24d per day owed.

GARRISON: The number before the slash represents the number of men at arms in the permanent garrison, the number after the slash represents the number of common soldiery. In emergencies, this force can be supplemented by feudal militia and men at arms. In the case of some Sheriffs and other office holders, the garrison represents only part of their permanent military force.

ATHELREN 1200
SHIRE: Vemion
LIEGE: King
HOLDER: Sheriff of Vemion
POPULATION: 250
GARRISON: 4/15
[U] 2,110d [R] 37,760d [S] 8/540

Built in 50TR by an early Jarin Kingdom and rebuilt in 250. The Sheriff, Sir Tulath Kaphin, a bastard son of the king of Kaldor, is considered to be something of a wastrel, though he has somewhat reformed since his recent marriage to Baron Verdreth's daughter.

HEMET (Bailiff) 1530
HINDERTIS (B/H) 1130
HYSTOSH (Reeve) 480
LEMALEX (B/H) 1850
LIANSAL (B/H) 1700
LORIK (Afaelin) 1640
LYMROL (Mered) 2030
ORDCERN (Reeve) 500
NAGRIN (Iesaros) 1350
ORDEL (Tarandin) 1850
PAREN (Harsenain) 1500
RELNIS (Inina) 1560
RINRIL (Cazaena) 1460
SINAR (Sorabar) 1660
TISHILAN (B/H) 950
TONSIA (Guildmaster) 600

BASETA 1700
SHIRE: Meselyne
LIEGE: Minarsas
HOLDER: Constable
POPULATION: 460
GARRISON: 2/15
[U] 5,190d [R] 25,040d [S] 9/640

Built prior to the Migration Wars c.140 TR and rebuilt in 426, the holder is Sir Eres of Tereneth, a robust and jolly man said to keep one of the finer tables and cellars in Meselyne.

ANSTEEDON (Bailiff) 1950
BIFYRD (Calayner) 1750
FERON (Bailiff) 1050
GENTES (Margant) 1300
AQUINA (Reeve) 490
JASTERE (Jastere) 1760
KERK (Napaldy) 1410
LACHEL (Binthe) 1330
LEZORN (Zaldarne) 1510
NEBREM (Haurnal) 1450
RHUSTAN (Bailiff) 1540
CHUNEM (Reeve) 440
GRADY (Reeve) 630
STYBRIN (Yalcuthy) 2840
WATANISH (Jarquane) 1200

BIDOW 1250
SHIRE: Neph
LIEGE: King
HOLDER: Sheriff of Neph
POPULATION: 380
GARRISON: 5/15
[U] 5,100d [R] 44,920d [S] 9/570

Built in 430TR. The cellars have a tendency to flood in the spring and the foundations are showing signs of weakening. The Lord High Sheriff, Baron Chimin Indama of Getha, is a thick-witted, albeit obedient and loyal servant of the king of Kaldor. His son has a remote claim to the Kaldoric throne.

ASSINTINA (B/H) 1350
BLIKLE (B/H) 1200
NYMEG (Reeve) 540
FRENDEL (Guildmaster) 250
HUNDHOLT (B/H) 1050
BLIXTH (Bailiff) 840
WUVEN (Reeve) 430
LLYAFEN (Tubath) 1630
MARNACA (Ernisch) 1650
NEMEL (Waydyle) 1110
NETHTOULD (Guildmaster) 330
SARASTIN (Lennob) 1090
SHOTRYN (Bailiff) 1630
SITVELEN (Guildmaster) 370
SLYRE (Guildmaster) 350
SYCOUND (Kresnsta) 1290
BONAVEN (Frykal) 1260
GRATIMA (Bailiff) 790
RETESS (Torrola) 1600
THETANI (Woolarme) 1970
TWIME (Reeve) 400
TIRACHANE (Bailiff) 1640
PETHASUM (Immen) 1550

ESENOR 2520
SHIRE: Balim
LIEGE: Earl Curo of Gardiren
HOLDER: Baron Tesla
POPULATION: 360
GARRISON: 2/15
[U] 2,200d [R] 28,280d [S] 8/990

Built in 285TR and rebuilt in 525 after the north wall showed signs of crumbling. It is said that the ghost of the original builder periodically appears on the roof. Baron Tesla is a shrewd intriguer who maintains his ancestral habits of playing all sides against the middle. He has many enemies at court.

ABADON (Margayn) 1960
AIXLA (Carontyn) 2340
GAUDER (Bailiff) 2050
ANAR (Wearn) 2160
STANEN (Bailiff) 1740
BLUNDALE (Foreas) 2170
SCOTH (Bailiff) 2140
MOYEN (Nautarik) 1910
MUTANE (Dracayne) 2450
NENNA (Bailiff) 1750
SPAFF (Nytarun) 2350
PADEL (Bailiff) 1610
TISBURY (Bailiff) 2940
WAIRN (Vartuny) 1750

FISEN 1260
SHIRE: Balim
LIEGE: Earl Dariune of Kiban
HOLDER: Constable
POPULATION: 170
GARRISON: 2/10
[U] 1,320d [R] 25,880d [S] 4/256

Built in 164TR. Sir Dagald of Jendral is something of an opportunist. Married to a rather simple-minded member of the lesser branch of Clan Dariune, he has manipulated what influence that marriage gave him to secure his present position.

CETHNON (Erynert) 1560
DENDESE (Hauraxel) 1360
LYTHGRAN (Bailiff) 1600
ESHETH (Darquarn) 820
GYND (Bailiff) 1140
LANTEL (Bailiff) 1740
LONDEX (Bailiff) 1290
TRILGEN (Bailiff) 1040
VARETH (Vareth) 1870

GARDIREN 830
SHIRE: Neph
LIEGE: King
HOLDER: Earl Curo of Neph
POPULATION: 490
GARRISON: 5/20
[U] 7,300d [R] 55,060d [S] 12/846

Former capital of Serelind. Built in 130TR as a keep, rebuilt in 170 as a castle and rebuilt in 403 after the Kaldoric Civil War, to widen the somewhat thin walls. Earl Curo is a corpulant libertine who enjoys the pleasures of his table, but is none the less a competent intriguer.

AMEWOLD (Jounvar) 2080
AMKETHRAN (Tallarm) 1410
CHARMIC (Bailiff) 2060
KASJAVE (Bailiff) 1350
KYTRYN (Bailiff) 1980
PHYLLIDA (Nimos) 1840
SCALINADE (Flargar) 1270
SCARLAGN (Vemin) 2130
SOLINDA (Bailiff) 2370
NAUSCH (Giro) 1810
TEVERL (Bailiff) 830
TOMALLA (Bailiff) 1935
FALKATH (Bailiff) 740
UTHREN (Semos) 1340
BENETH (Reeve) 490
VISPORTON (Inthin) 1380
DARELNCE (Celoss) 1190
ENGELN (Reeve) 490
MARBERT (Gambrig) 1280
WARIAL (Bailiff) 1670
UMBREA (Morfan) 1550
THETAN (Reeve) 740
ZERNOLL (Selekos) 1620

GETHA 1660
SHIRE: Neph
LIEGE: King
HOLDER: Baron Indama
POPULATION: 200
GARRISON: 2/14
[U] 1,060d [R] 18,000d [S] 9/560

Built originally in 280TR, and rebuilt in 440 after the fire of 437 which razed it. See: Bidow.

DERYM (Ewesar) 1440
DREMDEW (Bryanth) 2160
DRILEN (Lournay) 1410
EMERULE (Bailiff) 900
OMINSTRU (Haunty) 1080
ILEALD (Dracyne) 1560
HAUDY (Onaret) 1620
KIRDEN (Bailiff) 1590
IXENA (Pomada) 1320
KYLELAW (Blaundar) 1350
MEGYLE (Larchean) 1160
SEZAZE (Bailiff) 1250

HERU 2210
SHIRE: Semeth
LIEGE: Qualdris
HOLDER: Constable
POPULATION: 370
GARRISON: 3/10
[U] 2,730d [R] 45,440d [S] 6/662

Built in 548. Sir Bereden of Pawade is a skilled administrator who has dramatically increased the revenue of this estate, much to the benefit of his liege.

ANTIVEN (Bailiff) 1620
TULLAR (Reeve) 650
COLU (Ocazer) 2390
LYB (Reeve) 800
STORT (Reeve) 640
DONAVEN (Azorn) 1260
DOUNY (Koparen) 3240
KINEL (Bailiff) 2030
DUSHAT (Houlcath) 1840
MULLINA (Reeve) 520
ERTHEN (Claune) 1630
GRAMANT (Bailiff) 2010
THESSAR (Bailiff) 2230
HELLBA (Reeve) 1890
TOUVANT (Plaganel) 2220

HUTOP 1100
SHIRE: Osel
LIEGE: King
HOLDER: Sheriff of Osel
POPULATION: 280
GARRISON: 4/20
[U] 3,430d [R] 95,640d [S] 6/390

Built in 430 by Aidrik IV as a stronghold against the Pagaelin. The office of sheriff is currently vacant, the duties being currently handled by the bailiff of Aldoral, Sir Kodar Maradyne.

ALDORAL (B/H) 1260
EBERON (Reeve) 390
ARRASE (Guildmaster) 850
CANSON (Nargalas) 1590
TASHERN (Reeve) 400
CANTWEE (Jopler) 2320
DOLORI (Yarquane) 1390
ALISTIC (Reeve) 820
REBEMIS (Sageryne) 1590
SENTWYN (Yonaret) 1630
DRELSYNE (Bailiff) 1590
HILGERE (Bailiff) 980
VINFEL (Reeve) 500
KAELE (Bailiff) 1320
RICHEL (Reeve) 540
LITCHTON (Bailiff) 1770
NAMUNE (Bailiff) 1660
FREWEL (Reeve) 460
NICOMEN (Bailiff) 2310
OROFAL (Guildmaster) 570
REFELEN (Xalaker) 1720
SHREVE (Bailiff) 1500
TASINALD (Guildmaster) 360
THILD (Bailiff) 1950
HASEBE (Reeve) 540
TORRET (B/H) 1580
GIRHIM (Bailiff) 1380
TYRIN (Bailiff) 1810
OLLOST (Reeve) 590

JEDES 1830
SHIRE: Osel
LIEGE: Earl Dariune of Kiban
HOLDER: Constable
POPULATION: 220
GARRISON: 3/15
[U] 1,500d [R] 54,400d [S] 7/447

Built in 350TR and used as a base by Fierth the usurper for a few years during the Kaldoric Civil War. Miginath spends a great deal of time here. Sir Shernath of Mirdarne is a childhood friend of the Earl of Balim and one of his most trusted advisors. He is a quiet-spoken and gracious man.

ANDRAKE (Mazerony) 1560
ASOLADE (B/H) 1520
BELGIE (Bailiff) 1110
BORY (Poulty) 1290
CALSITE (Bailiff) 1570
CHEWINTIN (Bailiff) 1620
KELDKITH (Reeve) 510
FENEVEN (Vaen) 1690
DITHEND (Reeve) 600
MOWICH (Bailiff) 1480
NOVELIM (Doulzarn) 1720
MEMINAST (Erwyne) 1140
GEMHELDON (Reeve) 400
YALEN (Orteyan) 1170
SKAIST (Bailiff) 1560
DESHINES (Reeve) 780
TAMORLAN (Bailiff) 1620
YEASHIM (Ercambar) 1610

KIBAN 1480
SHIRE: Balim
LIEGE: King
HOLDER: Earl Dariune
POPULATION: 2200
GARRISON: 5/25
[U] 43,290d [R] 75,120d [S] 12/1158

Built in 300TR as a keep. Castle construction begun in 605 completed 653. City wall started in 703. Troda Dariune is a good-humoured, intelligent man of early middle years. The Earl has a strong claim to the throne should he choose to press it. Traditionally, he and his clan have been among the strongest supporters of Clan Elendsa.

ATHSIC (Lartyne) 1080
DRELIC (Bailiff) 1490
ANDBALE (Faragar) 1560
SASRULD (Reeve) 560
GALDWAS (Bailiff) 1940
HELUME (Bailiff) 1420
HETHERON (Karondal) 2260
BONVIEN (Hyascal) 1390
ELASRON (Reeve) 600
JUTOSE (Bailiff) 1300
KONEFAL (Asvaler) 1770
HODISIR (Bailiff) 1300
VISERN (Reeve) 650
KOUN (Ruskart) 2330
BIFFIZ (Harcodd) 1310
GYNN (Cracert) 2220
THADEL (Wyant) 2080
LABARN (Labarn) 2340
UVABEK (Bailiff) 1960
JAFPOT (Queront) 2210
ILHAR (Bailiff) 1480
SUVIST (Yardartha) 2140
LIEDEL (Bailiff) 1430
NEDIAN (Katair) 1500
SELKILES (Bailiff) 990
NYNTE (Bailiff) 2660
PRENDHELT (Bailiff) 2140
RYSEHEEL (Reeve) 530
TESENA (Bailiff) 1510
TONDTRA (Bailiff) 1120

KOBING 660
SHIRE: Osel
LIEGE: King
HOLDER: Baron Firith
POPULATION: 260
GARRISON: 3/20
[U] 1,490d [R] 64,840d [S] 5/503

Built in 428 by Aidrik IV. Orsin Firith is a relative of the King and as such has a claim to the throne. An energetic and ambitious man of middle years, the Baron is attempting to secure the hegemony of his southern frontier against the Pagaelin. He sees the establishment of a permanent fortress at Oselbridge as a major step. The baron is also the Lord Marshal of Oselmarch.

BETHINE (Bailiff) 1350
ARDEL (Reeve) 600
BRIUM (Reeve) 630
CHELYA (Gephian) 1010
TARIES (Reeve) 490
DAMINA (Bailiff) 1470
DISEN (Reeve) 600
IASON (Bailiff) 1700
INTREL (Bailiff) 1520
INDEREN (Midlas) 1620
KOVINDEL (Klunn) 2620
HELVINFEL (Bailiff) 1620
MINTA (Bailiff) 1690
MORNISAR (B/H) 790
RYLE (Reeve) 620
NERIELD (Feldsaar) 1520
HAELIN (Reeve) 620
QUALIRE (Bailiff) 1640
ZENA (Reeve) 550
RAGULIAN (Kailian) 1420
CHIRE (Reeve) 510
DOVET (Ryselith) 1160
VARDEN (Bailiff) 1680
TABRAL (Reeve) 710

KOLORN 1740
SHIRE: Thel
LIEGE: Earl Caldeth of Minarsas
HOLDER: Baron Bastune
POPULATION: 320
GARRISON: 2/15
[U] 3,690d [R] 46,760d [S] 9/912

Originally built in 160 on the ruins of an earlier Jarin fortress. The baron is a wenching degenerate. Fortunately his son, Lynar Bastune, is conscientious.

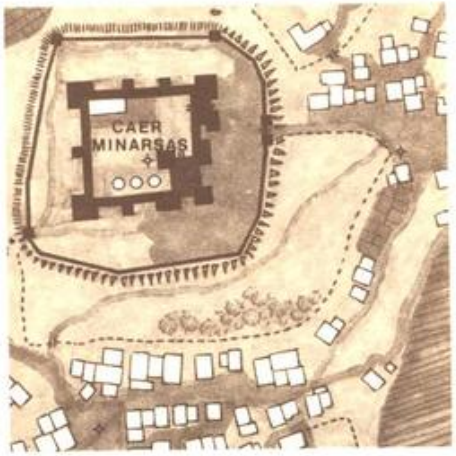
ANFLAX (Draugyn) 2030
BURRDAN (Bailiff) 600
PEMBINA (Reeve) 520
SEGRIN (Reeve) 330
FLAMBERGE (Bruone) 1930
FOREAN (Bailiff) 1870
GARE-DAN (Bailiff) 1600
HABIMAS (B/H) 1860
VENABENE (Reeve) 590
HONING (Bailiff) 1200
LANCARD (Bailiff) 1380
LUNT (Calasty) 2220
RUSNA (Dyntewer) 1930
BURIANA (Reeve) 740
LEDAN (Bailiff) 1630
TOCADE (Ludarce) 2620
TYNEASTA (Brailour) 1960
YEBIRA (Scaundy) 1380
RYSDAN (Reeve) 620
VISERN (Requecht) 2200
ADANAL (Reeve) 640
PALDRON (Plauryne) 1520
SABATAN (Bailiff) 1410

KYG 1650
SHIRE: Vemion
LIEGE: Earl Dariune of Kiban
HOLDER: Constable
POPULATION: 210
GARRISON: 1/10
[U] 880d [R] 44,480d [S] 5/440

Built in 40TR as a Jarin keep. Presently under repair. The west wall is covered by scaffolding. Sir Danyes of Bernan was appointed Constable in 719. He is a corrupt and thieving administrator, although this is not known to the Earl.

ATEACE (Bailiff) 1010
EVIN (Reeve) 470
BLETHEL (Bailiff) 1230
CLEME (Bailiff) 1500
FENALE (Bailiff) 2510
HERIS (Erhen) 2180
NARADA (Reeve) 450
ILSANE (Bailiff) 1020
INGIAN (Walorne) 1520
DELRO (Reeve) 490
RISAT (Reeve) 540
KALLY (Elbaros) 1980
KILEW (Tfarth) 1560
NEWSIA (Bailiff) 1730
THIMIRIL (Charen) 2280

MINARSAS 1790
SHIRE: Vemion
LIEGE: King
HOLDER: Earl Caldeth
POPULATION: 580
GARRISON: 5/30
[U] 7,300d [R] 101,160d [S] 15/1288



Built during the ancient Jarin kingdom of Arwn in approximately 20TR. Rebuilt as a castle and royal seat by the kingdom of Pagostra in 168. Repairs are presently being made to the west wall. Earl Caldeth is a clever and powerful political figure in Kaldor.

ATHTEN (Aswain) 2440
AZORN (Bailiff) 2010
LARRIL (Reeve) 490
BYCE (Bailiff) 1490
RASELE (Reeve) 600
CERIL (Bailiff) 1470
DELCORD (Bailiff) 1230
DELINCE (Irin) 1920
ROLATH (Reeve) 590
DELINCER (Charion) 1590
ERTHEN (Bailiff) 2360
KADAIL (Caldeth) 2160
LARWEDIN (Sharanth) 1820
LEZTER (Caran) 3060
NAMERIL (Vabenel) 990
NARMAS (Ertus) 1880
NECERON (Bailiff) 1800
NERLANE (Auerdas) 1580
ONRIS (Bailiff) 1950
DINMEL (Reeve) 530
ONTES (Drelican) 1800
ROLTER (Bailiff) 1960
SANIC (Caldeth) 1880
SELISON (Bailiff) 1190
SONTAL (Reeve) 520
SHRYN (Bailiff) 1190
TYAN (Reeve) 620
ULBIN (Bailiff) 1300
URIECE (Bailiff) 1250
WYNLIS (Bailiff) 3000
TINION (Reeve) 500
ZUTLIN (Valador) 2300
BILO (Jarquent) 1980
ELVANDEL (Vastair) 1760
FERLUNE (Estomar) 2340
TROSS (Reeve) 990
HASK (Reeve) 1130

NENDA 1200
SHIRE: Vemion
LIEGE: King
HOLDER: Baron Hirnen
POPULATION: 270
GARRISON: 2/15
[U] 2,550d [R] 37,200d [S] 6/348

Built in 320. Rebuilt in 407 after the Kaldoric Civil War. Originally called Habta Tower. Erelar Hirnen is a relative of the king and has a claim to the throne. An ill-tempered man of early middle years he is not popular either within or without his court.

EDIM (Othila) 600
ELESERE (Indasha) 1790
ACCOMON (Reeve) 490
EMYRON (Losrath) 1200
HYMDIR (Reeve) 510
SERIN (Bailiff) 1230
SANDAI (Reeve) 500
SUREL (Bailiff) 1800
FERIN (Reeve) 470
TALENCE (Bailiff) 1500
TARICH (Enaged) 1640
YARL (Reeve) 510
TERODIR (Tamisin) 1250
DACOSH (Reeve) 520
ZENIRIS (Tainin) 690
VAYRA (Bailiff) 2090

NUBETH 1280
SHIRE: Thel
LIEGE: Earl Meleken of Qualdris
HOLDER: Baron Elorieth
POPULATION: 320
GARRISON: 3/14
[U] 4,140d [R] 63,840d [S] 8/530

Built in 420TR. Dwyn Elorieth is 62 years old and in declining health.

CHESEL (Bailiff) 1260
LACHEL (Reeve) 530
DOLDAS (Lunenra) 2260
HYNAIN (Claune) 1560
ELEME (Rocynas) 1960
HELSTRU (Kobarn) 1840
JEVEL (Dathval) 1320
MANAY (Bailiff) 1620
NAVESIN (Bailiff) 1540
ATAS (Reeve) 560
OLAIN (Bailiff) 2440
OSTELIM (Heberon) 1540
HUBRIN (Provin) 1200
PRALE (Bailiff) 1310
QUELEN (Bailiff) 1520
QUINTAS (Horab) 1540
RUDWYN (Bailiff) 1410
TANINISH (Bailiff) 2340
ELINADE (Bailiff) 1250

OLOKAND 1880
SHIRE: Meselyne
LIEGE: King
HOLDER: Sheriff of Meselyne
POPULATION: 800
GARRISON: 5/25
[U] 11,530d [R] 46,920d [S] 25/2298

Built in 128TR as Sanric Tower and rebuilt as a castle between 379-384. The sheriff, Maldan Harabor, is the eldest bastard son of the king. He is a ruthless and ambitious man; his desire for the throne is undoubted.

AIRTH (Ralgurty) 1300
ALAKENOS (Nacarn) 1850
JUPANEL (Bailiff) 1420
PALENTAS (Tyart) 1240
LEBERAND (Reeve) 600
TARIEL (Reeve) 630
BRIN (Bailiff) 1150
DABELL (Bailiff) 1690
CHAMENINE (Pangary) 1410
RYMIRE (Tralaver) 2610
GOFFIN (Quarne) 1770
GREAVEN (Barathy) 1470
HESBY (Odasart) 1650
CYRE (Ertanar) 1450
DOERIN (Bailiff) 1130
JANED (Linnot) 1890
FURANTH (B/H) 1740
NEBDEN (Sigan) 1820
KESSAN (Vardyn) 2100
ALBERNET (Bailiff) 1630
AEBORN (Guildmaster) 850
WILMERITH (Norastar) 1790
LEROULD (Delwin) 1680
ELEHEX (Bailiff) 980
LOBAN (Dezaller) 1620
LOXTON (Bailiff) 2310
MEDARSIN (Lasvarn) 1620
NEVANFAL (Nevan) 1880
BETHEL (Valdacy) 1180
HENERDEN (Reeve) 510
DOMELDER (Bailiff) 1400
INDRIM (Rocaradan) 1260
LINDEL (Reeve) 490
VALOSHAW (Reeve) 660
OVENDEL (Dasarayne) 1300
DRILON (Reeve) 690
SANGARA (Bailiff) 1610
SETANLIN (Bailiff) 1640
TENTRU (Harabor) 1920
BAZINE (Bailiff) 1550
TROBRIN (Reeve) 660
RALESH (Reeve) 630
SATELTON (Gravelyn) 1580
MALTESET (Bailiff) 1210
TENWULVE (B/H) 1450
ELDCOME (Reeve) 560
TOWALD (Reeve) 460
TERENDRA (Klabarry) 1460
SHOTREN (Reeve) 510
WYTHIAN (Tocaryn) 1710
SERSI (Reeve) 590

THE GREAT CLANS OF KALDOR

BASTUNE, Baron of Kolorn

Gold, a leopard-rampant sanguine. Crest: two arms counter-embowed and interlaced argent. Motto: *Truth is strength.*
Registry: Holy Oak, 604.
Holdings: Kolorn (Caldeth).
Major Tenants: none.

CALDETH, Earl of Vemion

Quarterly, gyronny azure and argent; sable, a horse's head couped of the second. Crest: a wyvern with wings displayed vert. Motto: *The brave never fall.*
Registry: Holy Oak, 624.
Holdings: Baseta (Elendsa), Minarsas (Elendsa), Zoben (Elendsa).
Major Tenants: Bastune.

CURO, Earl of Neph

Gold, a plume bendwise azure, between two roses gules. Crest: a lion-rampant with two heads of the field. Motto: *Virtue in Service.*
Registry: Holy Oak, 640.
Holdings: Gardiren (Elendsa), Pendeth (Elendsa).
Major Tenants: Ethasiel, Londel, Tesla.

DARIUNE, Earl of Balim

Azure, a stag lodged argent. Crest: a thistle proper. Motto: *Who serves well serves long.*
Registry: Holy Oak, 378.
Holdings: Fisen (Elendsa), Jedes (Elendsa), Kiban (Elendsa), Kyg (Elendsa).
Major Tenants: Pierstel, Ubael.

ELENDSA, King of Kaldor

Sable, an acorn slipped & leaved gold. Crest: a gryphon segreant gules. Supporters: Two horses rampant proper. Motto: *To govern with perfection is to rule forever.*
Registry: Holy Oak, 603.
Holdings: Athelren, Bidow, Hutop, Olokand, Querina, Shebra, Sirendel, Tashal.
Major Tenants: Caldeth, Curo, Dariune, Firith, Hirnen, Indama, Meleken, Verdreth.

ELORIETH, Baron of Nubeth

Gules, a pillar gold. Crest: a bugle horn sanguine, stringed of the second. Motto: *none.*
Registry: Holy Oak, 379.
Holdings: Nubeth (Meleken).
Major Tenants: none.

ETHASIEL, Baron of Setrew

Tenne, on a bend argent, a tilting spear azure. Crest: a crescent of the third. Motto: *Let others weep.*
Registry: Holy Oak, 686.
Holdings: Setrew (Curo).
Major Tenants: none.

FIRITH, Baron of Kobe

Vert, between four molets of five points, two spears saltirewise all gold. Crest: a demi-lion rampant gules. Motto: *And shall the heavens yield.*
Registry: Holy Oak, 385.
Holdings: Kobing (Elendsa).
Major Tenants: none.

HIRNEN, Baron of Nenda

Barry of five purpure and argent, a lion rampant proper. Crest: a winged spur gold. Motto: *The swift wit takes all.*
Registry: Holy Oak, 631.
Holdings: Nenda (Elendsa).
Major Tenants: none.

INDAMA, Baron of Geth

Party per bend sinister azure and gold, a portcullis countercharged. Crest: an eagle rising, wings elevated and addorsed of the second. Motto: *Never hindmost.*
Registry: Holy Oak, 561.
Holdings: Getha (Elendsa).
Major Tenants: none.

LONDEL, Baron of Yeged

Ermine, a martlet volant gules. Crest: a battleaxe proper. Mantling: argent and gules. Motto: *The right prevail.*
Registry: Holy Oak, 674.
Holdings: Yeged (Curo).
Major Tenants: none.

MELEKEN, Earl of Osel

Gules, a unicorn passant argent. Crest: a stag's head erased sanguine. Motto: *My shield is honour.*
Registry: Holy Oak, 406.
Holdings: Heru (Elendsa), Qualdris (Elendsa).
Major Tenants: Elorieth.

PIERSTEL, Baron of Tonot

Party per fess embattled vert and argent, in chief a brock, in base three roundeles all countercharged. Crest: a beacon gules. Motto: *But one path.*
Registry: Holy Oak, 380.
Holdings: Tonot (Dariune).
Major Tenants: none.

TESLA, Baron of Esenor

Argent, a phoenix gules, in chief three molets of five points azure. Crest: a moorcock of the third. Motto: *Waste not the second chance.*
Registry: Holy Oak, 604.
Holdings: Esenor (Curo).
Major Tenants: none.

UBAEL, Baron of Uldien

Sable, a carbuncle argent. Crest: a swan of the second. Motto: *To the final drop of blood.*
Registry: Holy Oak, 379.
Holdings: Uldien (Dariune).
Major Tenants: none.

VERDRETH, Baron of Ternua

Argent, beneath a serpent nowed tenne, a rose gules. Crest: a garb proper. Motto: *Balance.*
Registry: Holy Oak, 619.
Holdings: Ternua (Elendsa).
Major Tenants: none.

Format

These are shortened register entries. Registers generally allow at least one full page for each clan. All of the above clans are sufficiently important to merit several pages in most registers.

Clans and Titles

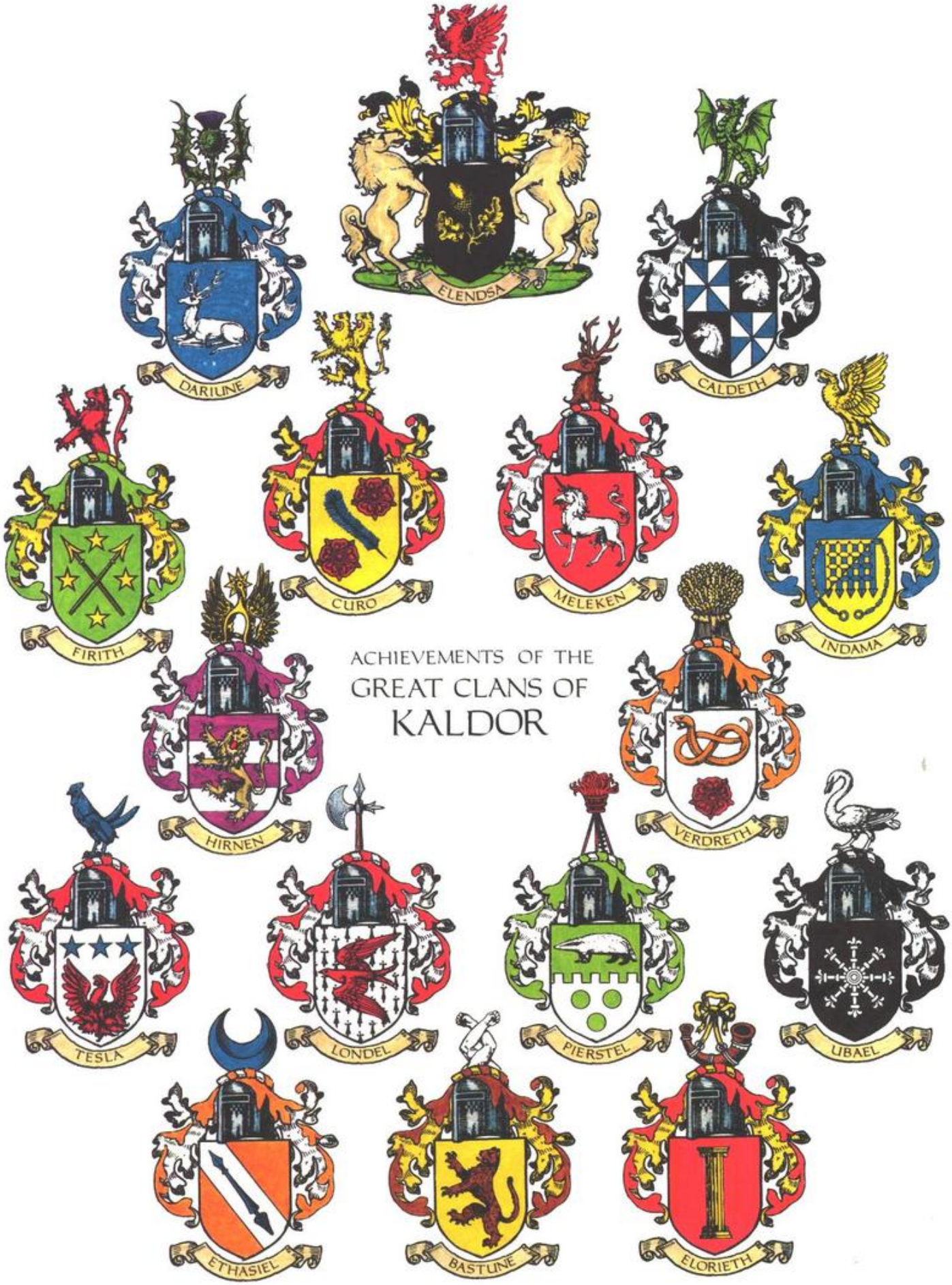
Only clans who hold a keep or better are included. Only the clan's best title is given. The Elendsas, for example, are also the Earls of Olokand, but this pales in comparison with the kingship.

Holdings

Towns, castles and keeps held in fee simple by the clan, and from whom they are held (the leige).

Registry

The college enclave and date of the most recent registration and/or amendment. Components of many of the achievements, particularly the arms and the specific charges, have more ancient associations with the clans.


ELENDSA
DARIUNE
CALDETH
CURO
MELEKEN
FIRITH
INDAMA
ACHIEVEMENTS OF THE
GREAT CLANS OF
KALDOR
HIRNEN
VERDRETH
TESLA
LONDEL
PIERSTEL
UBAEL
ETHASIEL
BASTUNE
ELORIETH

KALDOR (MINARSAS)

GM MAP

RON GIBSON

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KALDOR (MINARSAS)
PLAYER MAP

LEAGUES
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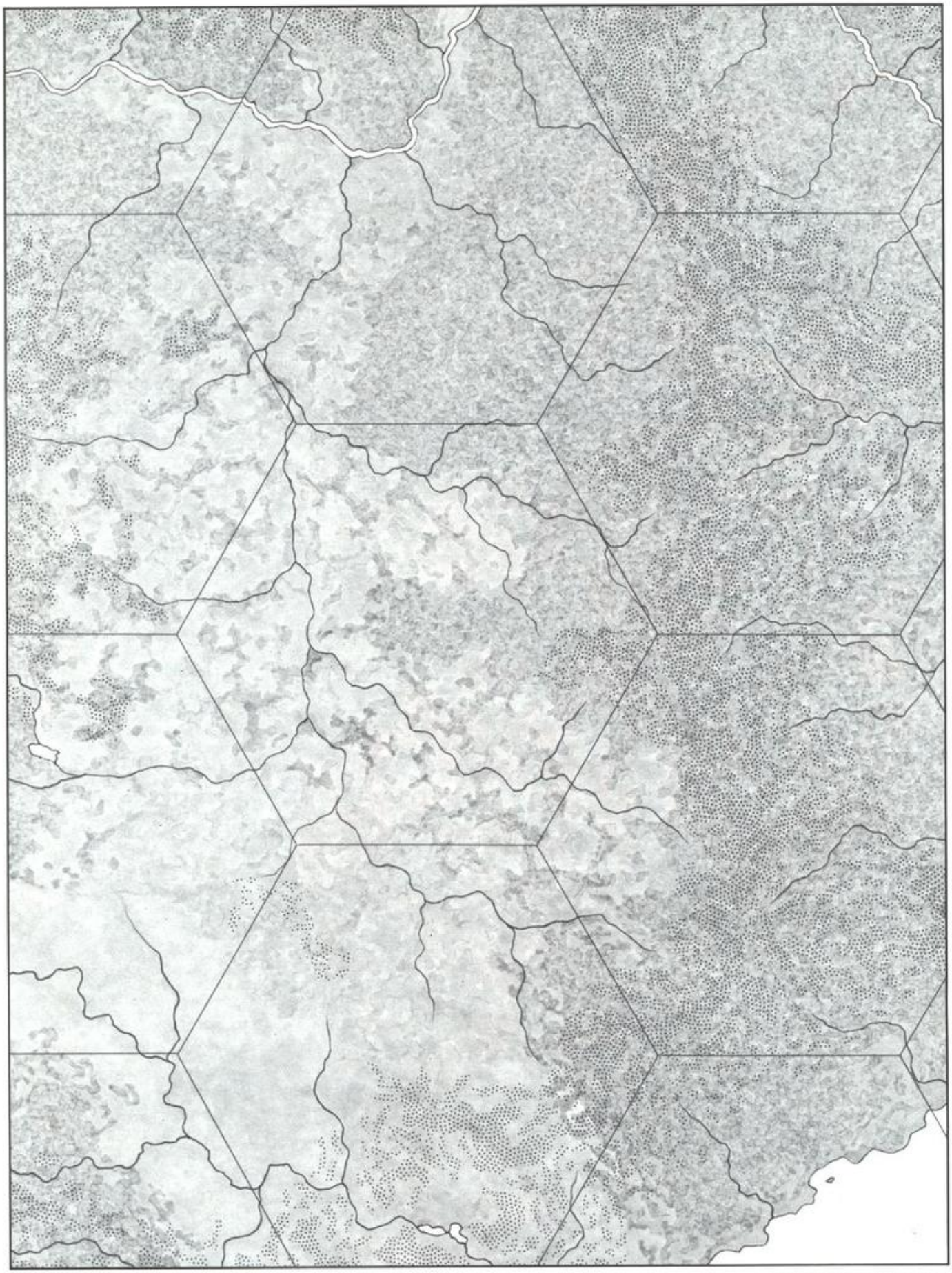

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PERMISSION TO PHOTOCOPY

PENDETH 1430
SHIRE: Vemion
LIEGE: Earl Curo of Gardiren
HOLDER: Constable
POPULATION: 330
GARRISON: 2/12
[U] 3,260d [R] 10,120d [S] 10/753

Built in 504TR. Sir Garath of Ruseller is a hopeless drunkard. His son, Taran, is the de facto constable and has managed the estate to the utmost of his ability. Unfortunately his skill is not high and it is said that Earl Curo is displeased with both father and son.

ALESEN (Parsuel) 2100
AMEIST (Heberon) 890
ESTINES (Anthin) 2360
FAESEROL (Bailiff) 1100
GIENDNED (Nargiles) 1500
IONSAL (Curo) 1730
MIRINAS (Sideth) 1550
RILBON (Itisdar) 1290
TINWAEN (Aracaras) 1130
RYLICON (Bailiff) 1100
TAEB (Reeve) 480
TORSIA (Hipabeth) 2160
TYZN (Cheanast) 2540

QUALDRIS 1590
SHIRE: Osel
LIEGE: King
HOLDER: Earl Meleken
POPULATION: 750
GARRISON: 5/25
[U] 10,820d [R] 69,620d FS 18/1400

Built in 140TR as a keep. Castle walls were under construction when the king of Pagostra swore fealty to Medrik I of Serelind in 184. Further building ceased until 378 when Fierth finished the walls with the intention of making it his primary seat. As a result of this long interruption, the stone of the curtain wall is two different colours. The castle is home to the notorious 'bloody tapestry', a representation of the wife of the third earl, reputedly murdered by her son. On the anniversary of her death, and on other rare occasions, the tapestry has been seen to take on a faint reddish tinge. Sedris Meleken, a man of renowned honour is presently away from the castle in search of a murderer. He left early in 719 and his estates are presently managed by his wife Thilisa. By all accounts Thilisa is a competent if over cautious bailiff.

ALTDEL (Bailiff) 1560
JIDOR (Reeve) 590
BERTINE (Sarathid) 1820
TEFIR (Tyndas) 1310
DIRIM (Ladnith) 1550
ELEND (Reeve) 530
HASIEL (Teyanas) 1800
HELYA (Yelim) 1550
OSELAS (Bailiff) 1500
THATAIN (Reeve) 490
HYLESIM (B/H) 1000
BRINEL (Reeve) 480
KHAEN (Bailiff) 990
LENCE (Reeve) 470
KYN (Reeve) 500
INBERNEL (Savellce) 1960
CLAYDON (Bailiff) 1350
SELEPAN (Lavalgen) 920
LOQUE (Bailiff) 1630
LARIEN (Reeve) 710
NIBINEL (Reeve) 600
NISEMA (Ercaunryn) 1010
QUADRIN (Bailiff) 840
TATLEN (Reeve) 400
NOTHRINE (Bartyne) 1740
DURRIE (Bailiff) 1330
HASEBE (Ercamber) 1300
RIDIAN (Eldaran) 2010
CELIF (Chelya) 1710
CHELOUT (Cotren) 1440
JEMAS (Reeve) 650
RYTHAL (Bailiff) 2160
SEDILES (Bailiff) 2595
LURIM (Rythal) 1350
SERIFON (Bailiff) 2000
STROUT (Tomada) 1650
TELTON (Aranagad) 1830
WERDEL (Sardunat) 1990
YERICI (Wythian) 1400
EBINA (Reeve) 490

QUERINA 2010
SHIRE: Semeth
LIEGE: King
HOLDER: Sheriff of Semeth
POPULATION: 410
GARRISON: 5/20
[U] 3,780d [R] 83,760d [S] 13/1152

Built in 640, Querina is the newest keep in Kaldor. The Sheriff, Conwan Elendsa is the nephew of Miginath. Conwan has a legitimate claim to the throne and the power and ability to press it should he desire to do so. The king's former hunting estate, Etoss manor, is now held directly by the Sheriff of Semeth.

ALEUR (B/H) 2520
BARWAL (Belgine) 1620
PIQUCE (Barlocan) 2560
ATHERN (Reeve) 760
ENDRUNEL (B/H) 1620
HOLDAN (Walorn) 1820
RIFELD (Bailiff) 2210
KALDEL (Cynarayn) 1360
NUSTANE (Bailiff) 1960
ETOSS (Elendsa) 3170
BARAY (Bailiff) 2090
ORCALE (Bailiff) 2310
TALLOR (Guildmaster) 590
GORN (Guildmaster) 550
KATHANE (Bailiff) 2080
KRETTEL (Delwarne) 1980
DALMELLIN (Skally) 1970
LEMSFYRD (Reeve) 980
DARLYN (Nustead) 2140
FRANDEL (Zolaster) 2200
QUYNE (Bailiff) 1960
UVARN (Teryne) 1760
NYAN (Bailiff) 1720
SHAVEN (Yarchean) 2020
SORDEL (Bailiff) 1960
ULBEN (B/H) 1970
QUISSEN (Artoller) 1490
DUNVE (Reeve) 810
SIGNY (Haquinta) 2950
MONHAM (Bailiff) 1580
VOLANDEL (Hauraxel) [H] 2140

SETREW 1940
SHIRE: Meselyne
LIEGE: Earl Curo of Gardiren
HOLDER: Baron Ethasiel
POPULATION: 470
GARRISON: 2/20
[U] 4,660d [R] 34,460d [S] 14/1170

Built in 200 on the ruins of an early Jarin(?) fortress. Partially collapsed in 327 due to faulty construction and rebuilt in 410. Wevran Ethasiel is a man whose ambitions exceed his abilities.

ASHENA (Bailiff) 1270
KLONDAR (Brikono) 1200
DRILLATON (Aphilla) 1000
DOONE (Reeve) 500
CHIESA (Chies) 1640
CLERIEL (Perhenny) 1720
DYNES (Hobarny) 1380
HYLDES (Reeve) 490
EICHEL (Hargalen) 1530
MESYNE (Reeve) 750
ELDIBRIN (Bailiff) 1660
FORWELM (Wincarth) 1440
HUXLEY (Synarth) 2280
NERELE (Reeve) 540
MIROADEL (Bailiff) 1320
MYRENATH (Uldarayne) 1770
KAIKEFRIN (Yalgeth) 1630
NEWSHAM (Bailiff) 1130
RODINBEY (Daront) 1970
UMBATIR (Bailiff) 1450
ROVINATH (Ostaurney) 1450
SCALINADE (Flargar) 1270
WYNBETIRE (Dainmeler) 1990
SEVINDRIL (Bailiff) 1770
YERIDARON (Bayart) 1560
YANDIL (Bailiff) 1290

SHEBRA 660
SHIRE: Balim
LIEGE: King
HOLDER: Sheriff of Balim
POPULATION: 240
GARRISON: 4/15
[U] 2,460d [R] 70,680d [S] 16/1270

Built in 457. The sheriff Sir Eris Karondal of Hetheron is in his late thirties, a dour and stolid man with little imagination, but a competent administrator.

ANVUSEN (B/H) 1450
NESELEM (Reeve) 510
AVENEL (B/H) 1690
ENDHELT (Sandarty) 1030
BENUT (Reeve) 700
GENTRO (Jaraxer) 1280
STRAD (Reeve) 520
CHYMEA (Bailiff) 1050
DANDTRY (Rathval) 1960
EPELAM (Taunmaller) 1040
FELDHESEL (Gaundy) 1380
JEPTYREL (Bailiff) 1170
RYDECY (Vasardun) 980
LESTALE (Bailiff) 2000
MATASS (Lorzane) [H] 2560
ALYNDEL (Locandar) 1750
BOYNE (Kilew) 2320
DUNOST (Bailiff) 1740
ETOGG (Nistery) 2000
HAUX (Scaundy) 1880
TREZENA (Zena) 2170
FFANTON (Reeve) 450
TYAN (B/H) 2270
GAYN (Stardoth) 2190
BAYL (Bailiff) 1440
DYNAIN (Jarque) 2450
PAREEN (Bailiff) 2210
HALVAIN (Bailiff) 1610
RATH (Reeve) 650
SALLYBROOK (Guildmaster) 830
UNDRAND (B/H) 1520
DENDRYD (Murcasten) 940
RALDEL (Gaurocyn) 1020

SIRENDEL 1210
SHIRE: Thel
LIEGE: King
HOLDER: Sheriff of Thel
POPULATION: 280
GARRISON: 5/18
[U] 3,610d [R] 89,920d [S] 18/1590

Built from 355-430, with delays due to the unstable political situation in Kaldor. The Sheriff, Sir Ranal of Gybsen is a headstrong knight, 28 years old, presently unmarried. Regarded as clever, if uninspiring.

APARIS (Bailiff) 1620
BAELIN (Algena) 1270
ESTOMAR (Reeve) 600
KISL (Stunan) 1340
TUNY (Reeve) 530
BIDOWEL (Targalen) 1600
CHANTAL (Arvoult) 1990
HAYARE (Bailiff) 1250
NEBRIM (Malter) 810
CHYNE (Reeve) 590
CILISON (Bailiff) 1120
AREL (Bailiff) 1200
DIREN (Guildmaster) 510
ELITEN (Larquste) 2140
GORONA (Bailiff) 1560
RAVELIN (Reeve) 500
SATEL (Bailiff) 1110
HOLAS (Reeve) 710
ZARBIZAN (Reeve) 550
VARLIN (Bailiff) 1420
HITRALIN (Cambar) 1490
VONEL (Reeve) 550
IRIANS (Drasyme) 1150
JENID (Bailiff) 1800
YALIN (Bailiff) 1300
KITHEL (Zeronat) 1640
MANSARD (Targvaal) 2030
POINTASN (Reeve) 800
NEBREM (Maslest) 1500
ARWYN (Bailiff) 1350
OLOTIN (Requant) 1120
OVENDEL (Bailiff) 1570
PEPPLEN (Hilmarty) 2500
QUAN (Guildmaster) 530
RETHELSYNE (B/H) 2580
CORFIELD (Alamont) 1500
IDORIN (Bailiff) 1800
RIVSTIM (Kolarney) 2530
SHIRON (Bailiff) 1590
SYLAN (Bailiff) 1660
TEKONIS (Polity) 1200
THERJIN (Laxter) 1300
TIRYN (Bailiff) 1420
ULVAIN (Mararin) 1320
VALEDON (B/H) 1230
PHENGEL (Bailiff) 1350
WENDERN (B/H) 1200

TASHAL
SHIRE: Semeth
LIEGE: King
HOLDER: Constable/Aldermen
POPULATION: 11,400
GARRISON: 10/50
[U] 274,900d

The constable of Tashal is Sir Haldare of Venera, a skillful and loyal servant of Miginath.

TERNUA 2270
SHIRE: Semeth
LIEGE: King
HOLDER: Baron Verdreth
POPULATION: 350
GARRISON: 3/12
[U] 2,110d [R] 43,120d [S] 7/848

Built in 165 by the kingdom of Kephria. Tarmas Verdreth is a corpulant man of early middle years, notorious for his crudity and boorish manners. Nonetheless he is a capable man and few in the kingdom regard him as the fool he pretends to be.

ABBEL (Bailiff) 2250
BENDALED (Bailiff) 1750
DUVONEL (Labiera) 1980
NEPHEL (Bailiff) 2080
GALASTON (Browetern) 1750
GALVEN (Pulgarty) 2570
FESSIO (Bailiff) 1630
INJAL (Bailiff) 1620
JUZ (Rytakern) 2050
CLYNE (Reeve) 1150
MOSSEN (Bailiff) 2190
RUDWYN (Martaryne) 1880
XERL (Arwat) 2250
YAL (Bailiff) 2070
YARLAN (Darjuin) 2030
STOME (Bailiff) 1840
MARACRES (Reeve) 610

TONOT 410
SHIRE: Meselyne
LIEGE: Earl Dariune of Kiban
HOLDER: Baron Pierstel
POPULATION: 280
GARRISON: 2/15
[U] 4,140d [R] 19,360d [S] 9/630

Built in 200 to watch the eastern borders of Nurelia and to stem the raids of the Taelda. Uthris Pierstel is a competent warrior who enjoys hunting and infrequent attacks on gargun bands. Some say that he enjoys these pleasures to the detriment of his estates.

EMYLN (Halgens) 2340
KASTRIN (Bailiff) 2080
LETHWIR (Ealnye) 1110
XENDUME (Walrin) 1670
LYLEL (Marthan) 1490
NOSATHEL (Powdon) 1200
RYLSLA (Croll) 800
SKYCRYTH (Bailiff) 1780
IMRUCOS (Reeve) 570
WHYARYN (Pudos) 1350
AYMUL (Reeve) 650
FAUGATH (Haback) 1290
WYBEND (Towson) 1740
TUWHEN (Bailiff) 1360
TWALLER (Reeve) 640

ULDIEN 1270
SHIRE: Balim
LIEGE: Earl Dariune of Kiban
HOLDER: Baron Ubael
POPULATION: 260
GARRISON: 1/10
[U] 2,020d [R] 10,920d [S] 6/590

Built in 569. Karsin Ubael is related to the King by marriage, as well as being the brother in law of the Baron of Kobe. Although he is not one of Kaldor's wealthiest nobles, his son has a legitimate, albeit distant claim to the throne, and the Baron has familial loyalties to clans Elendsa and Firith.

DELDBAR (Yaronne) 1020
KITHALD (Lartyne) 1140
STENTILD (Bailiff) 1170
QUANTLEN (Bailiff) 1490
HILETAS (Carandaen) 1130
RILDRELL (Reeve) 560
HYZEVEL (Kobarny) 1710
ELMEZE (Dolastar) 1890
MEDTALD (Bailiff) 1630
TASTHULT (Reeve) 420
TRELLID (Bailiff) 1460
TYVE (Radavern) 1330
BOULTIN (Bailiff) 1280

YEGED 720
SHIRE: Meselyne
LIEGE: Earl Curo of Gardiren
HOLDER: Baron Londel
POPULATION: 320
GARRISON: 2/15
[U] 4,840d [R] 35,400d [S] 6/440

Built in 140 by Nurelia to oppose Gardiren. Churus Londel is a romantic. He welcomes musicians and artists to his court. His wife, Urila, is the real administrator of the Baron's estates. Her political acumen is remarkable.

ARGELAN (Asdeff) 1580
TROMED (Reeve) 470
BILMOREN (Kwendern) 1980
CHYM (Reeve) 450
HILICCIL (Harvith) 1590
CELLABE (Bailiff) 2670
NYLEN (Reeve) 480
CLYND (Bailiff) 610
ERATHALD (Xarton) 1560
CERASTE (Reeve) 780
HITRA (Reeve) 540
JASLYME (Bailiff) 2670
OUZENUL (Capell) 910
QUELA (Marlbyne) 1250
TENDGRIS (Bailiff) 1700

ZOBEN 2100
SHIRE: Vemion
LIEGE: Earl Caldeth of Minarsas
HOLDER: Constable
POPULATION: 270
GARRISON: 2/10
[U] 970d [R] 36,400d [S] 5/378

Built in 70TR by an early Jarin kingdom. The keep was extensively repaired in 620. Legend has it that the shade of a Jarin lord sometimes walks in the great hall. Sir Coreth of Lothlar is a newly appointed, (717), and skillful administrator.

BEVON (Haber) 1760
ELTWYN (Tuiquen) 1400
ILYM (Bailiff) 1860
ISWEND (Harand) 1500
KELIC (Bailiff) 1560
LESYLE (Bailiff) 1400
MELWYN (Reeve) 510
ROLNES (Rintaran) 1580
RUSNE (Bailiff) 1670
TANCER (Kruanth) 1950
SYRIST (Bailiff) 740
BONIST (Reeve) 510

CHURCH OF LARANI
CALEME (Archbishop of Caleme) 3890

SHIRE: Semeth
LIEGE: King
HOLDER: Archbishop of Caleme
GARRISON: 10/0

Built in 240. Edine Kynn has been Archbishop since the murder of his corrupt predecessor, Kalabin Elendsa, in 708. Edine is an energetic man, heavily involved in politics. His loyalties are closer to the Earl of Balim than to the king.

ASCUR (Abbot) 3240
BRYTHE (Bailiff) 2830
ESTUVE (Obart) 2180
HALAINA (Abbot) 2070
ELIN (Reeve) 730
GEBRIL (Bailiff) 1990
KELEN (Kt.Com) 1940
LYRYN (Bailiff) 1050
LEMOS (Haithwar) 2330
ROGANTER (Forwarty) 3080
SWUNE (Kt.Com) 1590
CHARYN (Bailiff) 1160
SCOA (Reeve) 520
WENDEL (Kt.Com) 1970
VARAYNE (Bailiff) 2010
WHYCE (Kt.Com) 2080
HOY (Reeve) 670

ABRIEL 2160
SHIRE: Meselyne
LIEGE: Archbishop of Caleme
HOLDER: Bishop of Nurez
GARRISON: 6/0

Built in 170. Ilor Hadan, Bishop since 714, cares little for temporal affairs.

BAHREY (Ardazar) 1230
BRITIRTH (Reeve) 460
CLODAN (Reeve) 880
ELWEN (Reeve) 510
ESSNAH (Abbot) 1320
COLOVOS (Kt.Com) 1290
HAYEREN (Reeve) 420
MODARIN (Reeve) 480
GEDAN (Reeve) 600
HENEWES (Reeve) 590
HIVON (Moldarth) 1150
IVERSEN (Kt.Com) 1460
MINZILES (Reeve) 570
MIRRINDEL (Abbot) 2370
DYESELON (Reeve) 700
HALPERIN (Kt.Com) 1230
PENDSTIN (Reeve) 740
TEFBRY (Abbess) 2990
BEKEL (Reeve) 630
LIDNE (Bailiff) 1340
VETTEL (Reeve) 470
STRYLLIN (Debtun) 2240
YALTAKO (Kt.Com) 2490
PAUDEL (Reeve) 690

BRYND 2170
SHIRE: Balim
LIEGE: Archbishop of Caleme
HOLDER: Bishop of Serelind
GARRISON: 6/0

Built in 280. Verda Emerel has been Bishop since 696. He is an elderly man in failing health whose mental faculties seem to be decaying of late. As a result Sheryd Quathis, the Abbot of Brynd, has been acting in the bishops stead on many occasions. There is little doubt that this situation is one that the Archbishop thinks desirable.

ASTELURE (Abbot) 1810
GLASEN (Kt.Com) 1170
TESEDEL (Reeve) 500
CATRIBE (Flandagar) 1810
THEX (Reeve) 650
ERWURD (Abbot) 2250
ALDRYN (Kt.Com) 2860
CHALCED (Kt.Com) 1370
TASUO (Kisl) 1380
ERKONEM (Reeve) 660
ITHNONE (Bailiff) 760
TARABOR (Bailiff) 900
IRTIVIR (Abbot) 1480
DESITHA (Reeve) 530
MARNOMA (Bailiff) 1310
MYSHTAS (Kt.Com) 1100
NISARM (Reeve) 510
LETHYL (Abbot) 1730
DENWALD (Tardally) 1170
JENKALD (Kt.Com) 1320
HAKSTYN (Kt.Com) 1340
LYNTORD (Abbot) 2360
BEDRYM (Bailiff) 1530
DANKIS (Reeve) 480
TASSLEY (Ardalern) 1440
TENDBER (Kt.Com) 1230
TIRSEND (Abbot) 1770
ANJEMAS (Sebgan) 1710
KYBYN (Kt.Com) 2190
LISMOR (Narbard) 2450
MORNON (Freldem) 1830
UREVE (Abbot) 2400
FUSHENE (Reeve) 520
VOLUTAS (Reeve) 490

CHOLAS 2960
SHIRE: Balim
LIEGE: Archbishop of Caleme
HOLDER: Bishop of Kephrus
GARRISON: 5/0

Built in 506. The Bishopric moved here from its early seat at Tannel. Tyrnal Dariune has been Bishop since 710. He is a second cousin of the Earl of Balim, and is a close confidant and supporter of his relative. Tyrnal has a clubfoot, and is also the possessor of a sarcastic wit that is the terror of novitiates. He derives additional power from his temporal rank of Bailiff of the Hundred, Cholas Abbey being the Hundred Moot.

BALIN (Drascar) 1890
ERDACE (Abbot) 2760
VADAN (Kt.Com) 2960
FETH (Reeve) 880
GEXEL (Krencathy) 3290
SAGG (Reeve) 890
LANDYN (Bailiff) 2280
TYRADEL (Bailiff) 2200
TANNEL (Abbot) 2690
ASTHAM (Bailiff) 1390
THYDFEL (Abbot) 1690
USTAR (Kt.Com) 1940
ZUEN (Abbot) 3410
FFAN (Kt.Com) 2090
HIFA (Bailiff) 1700
TOWEY (Kt.Com) 2820

LEDYNE 2490
SHIRE: Thel
LIEGE: Archbishop of Caleme
HOLDER: Bishop of Pagostra
GARRISON: 5/0

Built in 330TR. This bishopric was founded circa 160 at Lyntord. When the church of Larani reorganized its lands in 405, Lyntord was given to the Bishop of Serelind and Ledyne became the Bishop of Pagostras seat. The Abbey is periodically visited by 'Avila's Shade', the figure of a blood-stained female warrior. This figure has usually appeared before the death of an inhabitant of the abbey or before calamitous events. She has been reported twice in the last year. Cerdan Bantire became bishop late in 719. A relatively young 38, Cerdan is renowned as a scholar and historian. Prior to his appointment he held the office of the Abbot of Caleme.

CLIMA (Bailiff) 1420
ERDEREM (Abbot) 2100
DIRTHILON (Bailiff) 2020
SITANE (Reeve) 520
FANCET (Abbot) 1990
NEBULAN (Kt.Com) 1310
RIANA (Reeve) 600
WHALEN (Reeve) 590
YONNE (Kt.Com) 1640
FIRATES (Bailiff) 1170
HALDA (Reeve) 700
KANDARE (Bailiff) 2100
TARIAL (Abbot-B/H) 1700
ELSYNE (Reeve) 530
ENDALE (Reeve) 740
FORENA (Kt.Com) 1650
STAXER (Bailiff) 1600
VALYNE (Abbot) 1550
HEGEN (Reeve) 760
HEVERAL (Kt.Com) 1950
WAHLENE (Bailiff) 1900
BREAM (Reeve) 600
WYLAIN (Kt.Com) 2790
CUSSARD (Bailiff) 1740
DREZEL (Bailiff) 1170
WYTHIA (Abbot) 1780
TEBELON (Bailiff) 1190
ORIN (Reeve) 630
TYKAN (Bailiff) 1540
URIL (Reeve) 590

CHURCH OF PEONI

Peonians have no interest in holding land and are much amused by the temporal territorial habits of their Larani brothers. The full extent of their estates are:

BROMELEON (Abbot) 1660
POYNTER (Bailiff) 1320

Bromeleon monastery was built in 420. Its garden is reputed to be the prettiest in Kaldor. Rablar Oppias has been Abbot since 706. He takes little interest in temporal affairs, his retreat being mostly concerned with the spiritual training of Peonian priests.

ERONE (Abbess) 2960

Erone Nunnery was built in 335. Velira Siwen has been Abbess since 715. She has little interest in political events.

NORON
AZADMERE
HABE
ZERHUN
ARAIN
NORON'S WAY
Shem
Rhu
FUR ROAD
Orien
Plain
TONOT
YEGED
BASETA
SETREW
MYEN
Hemurin
OLOKANE
Shem R.
GARDIREN
BIDOW
GETHA
Nebrodon
Selene
NENDA
ULDIEN
PENDETH
FISEN
HERU
QUERINA
SHEBRA
MINARSAS
Efrel
KIAN
ZOBEN
TASHAL
KYG
ESENOR
ATHELREN
TERNUA
SIRENDEL
KOLORN
Kald
NUBETH
TONTURI
QUALORIS
JEDES
HUIOP
KOBING
HERAS
Osel
Trobridge
SALT ROUTE
Wend
ECSHAVEL
Enoriel
Shomos
KALDOR

ORIGINS AND SPREAD OF KETHIRAN ASTROLOGY

Modern Lythian astrology, astromancy and astronomy have their origins some two thousand years ago among the secret, arcane orders of Melderyn as an offshoot of Pvaric philosophical systems (see below). With the introduction of the Tuzyn calendar in 130 TR, and the simultaneous enhanced understanding of the celestial motions, there were major upheavals but in general the star arts have evolved quietly into their present forms. From Melderyn the astrological arts have spread thoughout Harn and Lythia and have undergone a myriad of changes resulting in hundreds of variant systems. Outside Melderyn, astrologers tend to be less familiar with the complex philosophical foundations on which astrology originaly stood and, consequently, tend to stress the superficial aspects that promote fortune-telling.

ASTROLOGY AND ASTROMANCY

Astromancy is the divination of specific events by means of astrological arts. Pure astrologers take the position that, while their art can predict universal trends, it cannot properly determine the roles of individuals in these events: they can predict (figuratively) if it will rain; they cannot say who will get wet. Purists objectively examine the cosmos for clues but tend to avoid seeking answers to specific questions since "directed research" tends to corrupt the findings. This is not to say that an objective astromancer cannot obtain useful results. If he avoids the temptation of "direct hit" forecasting, he may extract useful information for a querant with specific interests.

Astrologers are not fatalistic. Those who are well-versed in the arts perceive astrology as an attempt only to glance upon the future, not to rape it. While it can be argued that knowledge of the future gives some power to change it, purists try only to anticipate situations in order that individuals may bring their free will to bear upon them.

PVARIC PHILOSOPHY

All of the esoteric arts of Melderyn fit within a unified philosophical system. Pvaric philosophy perceives Kelestia and its operation in terms of key principles. Among the most important of these are the elements: earth, fire, air and water. There is a fifth principle given even greater precidence, Aura, but this is regarded as belonging to a different plane of existence and, because it is all-pervasive, it can for many purposes be ignored. Pvaric philosophy makes a number of assignations which tie the key elements and principles to the seasons, and so on. In astrological terms, each of the four seasons and elements encompass three zodiacal signs.

PVARIC PRINCIPLES

ELEMENT	Earth	Fire	Air	Water
SEASON	Spring	Summer	Autumn	Winter
STATE	Solid	Energy	Gas	Liquid
PRINCIPLES	Nature	Conflict	Intellect	Harmony
		Light		Darkness
		Male		Female

Different branches of Pvaric philosophy organize the four general principles in various ways. Some prominent systems, that of the Shek-pvar mages for example, use six divisions instead of four (adding light and darkness) but the basic integrity of the four are maintained within a compatible system even then. The preceding table presents the gist of elemental symbolism. It is of course possible to add to the lists indefinitely; only some of the key concepts are presented here. Dualism, wherein the cosmos is perceived in terms of the harmonious principles of yin and yang, is also compatible with Pvaric philosophy. Whether dualism is a simplification of Pvaric philosophy, or whether the Pvaric world view is an elaboration of dualism is a matter of conjecture. Most philosophers would agree that key principles can probably be divided into any number of groupings and that such systems are mainly important for the mental discipline they lend to their practicioners. Truly accomplished philosophers are able to change perspectives at will; all such systems are merely ways to view Kelestia and need not have much to do with Kelestia itself in real terms.

PVARIC ASTROLOGY

The twelve signs of the Kethiran zodiac are grouped according to Pvaric principles. The central constellation of each season corresponds directly to the elemental key symbol and by inferrence to all aspects of Pvaric philosophy. The secondary signs of each season also fit the elemental scheme and the twelve together occur in a progression that is symbolic of the workings of life from birth to rebirth. Signs do not begin on the first of one month and end on the thirtieth, but there is, nevertheless, a solid correspondence between the months of the Tuzyn calendar and the signs of the Kethiran zodiac. Nuzyael, Peonu and Kelen, for example, are the first months of the year and are also the spring months. It is no coincidence that they so closely match the signs of Ulandus, Aralius and Feniri (respectively).

The zodiacal signs (or houses) vary only slightly in compass and the sun takes approximately thirty days to traverse each of them. The house in which the sun is located at the time of a person's birth is termed his sun or birth sign. He is attributed with traits characteristic of all born under that sign. This is termed a "sunsign reading" and deals only with fundamentals. A horoscope, on the other hand, is a comprehensive picture of the entire heavens at the precise sidereal time of birth. It is a personal reading, far more complex, and different for each individual. Horoscopes require data in the form of an ephemeris (tables of planetary motions) precise formulae for calculating a number of factors and so on. These are too extensive to be presented here.

On the following pages we present basic sunsign readings for all twelve signs. A character's sign may be easily determined once his birthdate is known (see Harnview). A person born within two days of the beginning or end of a zodiacal sign is said to be on the "cusp". The personality of such a person is deemed to be a blend between his two signs. One born on the 8th of Agrazhar is, for example, a Nadai-Angberelius cusp (the actual sign is named first). Such people combine the fates and traits of both their signs; where there is conflict, it is the actual sign of birth that generally governs.

ASTROLOGY 6

THE SUNSIGNS

Brief explanations of the symbology of each of the twelve signs of the Kethiran zodiac follow. The general character traits of persons born under that sun sign are also given.

I ULANDUS: The Tree
Nuzyael 4th - Peonu 3rd

The great tree is, naturally, symbolic of both change and consistency (mostly the latter) in nature, both the growth and decay of natural processes. Ulandus has a wide, primal meaning. The tree is particularly symbolic of the patient growth of living things and of their ability to withstand the ravages of time. As an earth sign and the first sign of spring, the tree is symbolic of the decay of organic deritus to fertilize the new, a symbol of transition and of the wisdom that recognizes this basic, universal principle of cyclic renewal.

Persons born under Ulandus are said to have an affinity with nature, to live constantly changing lives, but to tenaciously maintain a profound sense of personal identity. They are reliable in their ways and are said to possess the kind of wisdom that can lend strength in troubled times. They often seem aloof from the world around them, although they will bend enough to survive the winds of change. Their lives are more governed by the universal cycles of growth and decay than by the actions of others.

II ARALIUS: The Wands
Peonu 4th - Kelen 2nd

The second and central sign of spring and earth. The wands are portrayed with leaves sprouting from their severed lengths; this is symbolic of the quiet tenacity of life. The symbolism is more pure than that of Ulandus, more the essence of growth than its effect and corollaries. Aralius' secret is the hidden life within; the potential of all things to nourish in life and in death.

Aralians generally display a vibrant zest for life, but recognize that death is a part of it. This may not be apparent to outsiders. They too have an affinity with nature, of which they are a harmonious part. Aralians often center their lives on the family striving for future generations. They may perceive their children to be manifestations of self, a key to personal identity and immortality, windows on eternity.

III FENIRI: The Smith
Kelen 3rd - Nolus 3rd

The smith is symbolic of enterprise that wrests artifact from nature, particularly from metals that lay deep in earth's breast. This is the sign of forging and tempering, of the kind of ordeal that may be unpleasant to experience, but one that will make the victim stronger. It is symbolic of transformation; as spring changes to summer, so may the potential within a man be brought to fruition through strife.

Fenirians are manipulators. They make good craftsmen and derive pleasure from working with their hands. Their lives are, however, often difficult as they often journey from one test to another. They must learn to cast aside their failures and proceed to the next ordeal. It is not enough for them to recognize the beauty of the world, they must try to improve it.

IV AHNU: The Fire Dragon
Nolus 4th - Larane 4th

The dragon symbolizes the cleansing destruction of fire. What the smith brings forth, Ahnu destroys. This is not necessarily wanton destruction; Ahnu cleans and prepares the world for renewal, an ordeal that purifies, that destroys the unworthy and the superflous and makes room for the new.

Those born under Ahnu are perfectionists; this is both an advantage and a problem. Ahnuans tend to be intolerent and impatient; they have quick and violent tempers. They are slow to praise, quick to criticise. They are not fond of the conservative or the old and solid; they tend towards experiment and progress. Often they are radical revolutionaries prone to purge rather than correction.

V ANGBERELIUS: The Flaming Swords
Larane 5th - Agrazhar 6th

The swords represent dynamic action and conflict, destruction and surprise. Angberelius is shown as two weapons crossed from which flames are issuing; while the swords are solid and real, their conflict causes fire which is intangible, but no less real. They are the symbol of maleness, light, strife and glory, of victory that arises from piercing, cutting effort.

Those born under Angberelius tend to have exciting lives in which they are always striving against their environment to promote causes. This is the sign of the action-loving warrior questing for his grail. If he finds it, he may well experience disapointment as its watery contents quell his personal fires. Angberelians are not prone to subtlety, except that of combat. They prefer the direct approach, taking up arms and seeking to end their troubles by force rather than guile.

VI NADAI: The Salamander
Agrazhar 7th - Azura 5th

Nadai is a mystical symbol of the marriage of fire and air, the smoke that remains when fire has consumed. The salamander is a creature of unfocused energy. In some senses, he is symbolic of that which evades destruction, as opposed to that which withstands it.

Nadaians tend to promote confusion in themselves and others. They are prone to moodiness and flights of imagination and are difficult to pin down. They tend to be creative and destructive at a moment's notice. They live dynamic, active lives, but often suffer from an inability to focus their energy. This can result in much effort for little gain.

VII HIRIN: The Eagle
Azura 6th - Halane 4th

Hirin has much in common with Nadai. The active spirit is free in skies that may not even be apparent to others. The eagle cannot be constrained, his soaring thoughts will find solutions to the greatest problems and will swoop suddenly to the kill.

The Hirinan is more precise than the Nadaian. His efforts are less difuse and his solutions follow rapid flurries of intense action. But he may crash, and failure can be particularly damaging. Persons born under the eagle tend to resent authority, but may not oppose it openly. They chaffe and flutter against restraint or confinement, but their thoughts are of escape rather than vengence. They are often intelligent and detached and can be merciless, watching things happen as if from on high, only now and then swooping down to take action that is almost always painful to someone.

VIII TARAEL: The Penticle
Halane 5th - Savor 3rd

The major sign of air (the most esoteric principle of the four) and of autumn. Penticles are the key sign of magic, but they are also symbolic of wealth and its intangibility. The penticle is a principle that can achieve results with slight, seemingly unrelated, action. The penticle is also symbolic of bondage, or enclosure, or intangible constraints that encircle and bind but may not be seen.

Those born under the penticle rarely approach problems directly, they circle and approach in a spiral along the path of least resistance, causing confusion in more direct-minded observers. But they also tend to procrastinate and take unnecessarily long to reach a conclusion. If they are impatient, they may suffer frustration as goals always seem out of reach until they are actually attained.

The Kethiran Zodiac

IX TAI: The Lantern Bearer
Savor 4th - Ilvin 2nd

The lantern bearer, also called the guide, is a mystical symbol of knowledge and of the quest for it. An air sign, Tai is ephemeral and mysterious, the essence of "mind" which seeks the truth. Tai is also an autumn sign, the leaves are dry and dying, transitory if the mundane and earthly are neglected.

Taians are intellectually inclined and possess an insatiable curiosity. Their interests may lead them to neglect important day to day activities and they can be thoughtless of others. But they are not without compassion. They regard the greatest gift as being knowledge and are often all too willing to guide others. They are teachers who love to share their learning with friends and strangers. They are not demonstrative; strong emotion will confuse or embarass them. Those born under Tai, although they treasure and seek knowledge, may well be naive.

X SKORUS: The Mixer
Ilvin 3rd - Navek 2nd

The mixer symbolizes the blending of things to make new things. It lies at the transition of air and water and can represent condensation or precipitation, the kinds of transformation that can be brought about by love and learning, the result of thoughtfully contrived harmony.

Skoruns often possess strong, motivated intellects. They are governed by emotion, but are aware of this. Their lives are often filled with sadness which they are able to absorb and learn from. They make good friends and delight in bringing people together although the results are not always what they expected. They have the capacity to enjoy life and to bring pleasure to others. They enjoy experiment and exploration, but are just as fond of home and family.

XI MASARA: The Chalice
Navek 3rd - Morgat 1st

The chalice is primarily symbolic of its contents, water. It is the sign of love and pleasure, cool darkness, femaleness, security and emotion. The chalice enfolds as the swords penetrate. Masara is symbolic of the good life, motherhood and fertility, but also of death.

Moody tenacity and fickleness are the marks of a Masaran. He can be quiet or restless, calm or furious, happy or frighteningly emotional. Like the sea, he will work at obstacles until they erode. Those born under the chalice tend to have a feel for eternity and, in human terms, for what is truly important. They are filled with love that can be shared endlessly. But the Masaran can also hold a grudge forever; he is capable of cold hatred that can destroy opponents by its sheer, soul-destroying intensity.

XII LADO: The Galley
Morgat 2nd - Nuzyael 3rd

Lado symbolizes returning, a completion of the Pvaric cycle. Made from Ulandus, the product of the land, upon the sea, seeking land again after a long and difficult journey. In this sense, Lado is symbolic of fulfilment. In the depths of winter, lies the seed that will thrust forth in spring, bloom in summer, and perish in autumn. In winter it sleeps, but this is merely a stage, the last act before the circle is drawn. The sea is peril and death, but Lado floats upon it, even if the ship is wrecked, its parts will not be sucked into the depths. This is symbolic of one version of eternal aura or soul. Just as important is the manner of Lado's survival. The ship does not oppose the sea, it attempts to harmonize and unify the elements. It yields and triumphs.

Those born under Lado harmonize with their surroundings, seek to compromise and are tolerant of other viewpoints. They are brave, but also have a firm grasp of reality and are able to stay afloat or sink with equanimity. It is difficult to defeat a Ladoan; he will seem to sink, but rise again. He will yield rather than perish and in this way he may rise again.

GAMEMASTER NOTES: APPLICATIONS

This article is an introduction to the Kethiran star arts, and to the more complex Pvaric philosophy. The practical applications of astrology, astromancy and astronomy are dependant on the rules system used with Harn. Some FRP systems make provision for astrology, others do not. However, all GMs should be able to take information like this and turn it into coherent rules without any help from us. The article as it stands is a resource. We have received many requests for information on the magic of Harn and/or Melderyn; this article introduces some aspects of its underlying philosophy.

Pvaric philosophy is a world view, a handle by which Melderyni scholars can grasp the cosmos. The descriptions of sunsigns are intended to assist in character development as an aid to role-playing. Personality traits may as well be determined by the stars as by anything else. GMs may wish to give experience bonuses to characters whose principal occupation is favoured by his sun sign, and penalize those whose are not. Since all the FRP systems are different, we cannot be too specific as to which signs favour which endeavours, but an Angberelian warrior, for example, should probably be favoured.

Prediction and destiny are difficult for the GM to handle. Bearing in mind that any sort of prophesy can be self-fulfiling, the simplest assumption is that there is such a thing as destiny, but that it is not immutable; the universal scheme will yield to intelligent, or unexpected individual action. Predictions are statements of probability; the odds can always be adjusted by a willful person in the right place at the right time.

How then can the GM deal with prediction and destiny? This is a question that arises not only from astromancy or astrology, but from psionics, religion, and various other FRP effects. The problem is not how such predictions come into being, but rather what the GM should do with them once they have. The first consideration, clearly, is the accuracy of the source which must be assessed by the GM. The predictions of a talented astrologer with a high success rate should carry more weight. The greatest predictors may be the churches, but this is up to the GM. The number of good soothsayers who ascribe to a particular foretelling may also be significant. If every astrologer within a thousand leagues has come to the same conclusion independently, then perhaps there is something to it. Another consideration is the subject of predictions; some are obvious and should be lent a high degree of credence. That the sun will rise upon the morrow, or that the king will (eventually) die, or that there will be trouble somewhere on Harn in the next year are examples of the ridiculously obvious. Whether an expedition to recover lost treasure will be successful and whether such an outcome will benefit the kingdom, the clan, or the questing party in the long run are issues less easy to predict. Good predictions may be incorporated into the GM's "universal plan", his schedule of events to be, which is subject to change without notice...

The personal sunsign may lead its owner in particular directions and can act as a role-playing guide to the player and the GM. It is up to each GM to decide how such predictions are to be used. A word of advice, however: Harnians (at least) are a superstitious lot; they definitely believe in astromancy and astrology, attitudes that should be conveyed to your players. But the question of whether prediction actually works, and how it works in your personal version of Harn should be one of your most closely guarded secrets. Your players should always be unsure as to if or how your "destiny" rules actually work.

It matters little what your FRP rules say about prediction, astrological or otherwise. The key to success is the much called upon discretion of the gamemaster. He must eventually make decisions, and stick by them for better or ill, hopefully better.

KALDOR (MINARSAS)

PLACE	HUNDRED	HOLDER [1]	LEIGE SEAT	GROSS ACRES	LAND QUAL. [2]	HOUSEHOLDS [3]			
						SF	RF	UF	
ACCOMON	GRIMRULD	Reeve	ELESERE	490	1.04	9	1	0	
ALESEN	ATRESSA	PARSUEL	PENDETH	2100	1.03	44	5	0	
AMEIST	GRIMRULD	HEBERON	PENDETH	890	1.04	19	2	0	
ATEACE	LYNNFANA	Bailiff	KYG	1010	1.01	21	3	0	
ATHELREN	TISHILAN	Sheriff	KING	1200	1.03	24	7	24	SHIRE MOOT
ATHSIC	GRIMRULD	LARTYNE	KIBAN	1080	1.03	22	3	0	
ATHTEN	LYNNFANA	ASWAIN	MINARSAS	2440	1.00	50	8	0	
AZORN	ATRESSA	Bailiff	MINARSAS	2010	1.01	39	6	0	
BEDRYM	ATRSSA	Bailiff	LYTORD	1530	1.02	32	4	0	
BEVON	MYLELIM	HABER	ZOBEN	1760	1.03	35	5	0	
BLETHEL	ATRESSA	Bailiff	KYG	1230	1.02	24	5	0	
BONIST	TISHILAN	Reeve	SYRIST	510	1.02	11	0	0	
CERIL	TISHILAN	Bailiff	MINARSAS	1470	1.02	31	3	0	
CLEME	TISHILAN	Bailiff	KYG	1500	1.02	29	4	0	
DACOSH	GRIMRULD	Reeve	TERODIR	520	1.05	12	0	0	
DANKIS	ATRESSA	Reeve	LYNTORD	480	1.02	10	1	0	
DELCORD	LYNNFANA	Bailiff	MINARSAS	1230	1.00	24	3	0	
DELINCE	LYNNFANA	IRIN	MINARSAS	1920	1.00	41	7	0	
DELINCER	ATRESSA	CHARION	MINARSAS	1590	1.02	34	2	0	
DELRO	TISHILAN	Reeve	INGIAN	490	1.02	9	2	0	
DERYM	GRIMRULD	EWESAR	GETHA	1440	1.04	29	4	0	
DESITHA	GRIMRULD	Reeve	IRTIVIR	530	1.04	11	1	0	
DINMEL	LYNNFANA	Reeve	ONRIS	530	1.00	11	0	0	
EDIM	GRIMRULD	OTHILA	NENDA	600	1.04	15	1	0	
ELESERE	GRIMRULD	INDASHA	NENDA	1790	1.04	39	2	0	
ELIN	VALDRUN	Reeve	HALAINA	730	1.01	15	2	0	
ELTWYN	TISHILAN	TUIQUEN	ZOBEN	1400	1.02	27	4	0	
EMYRON	GRIMRULD	LOSRATH	NENDA	1200	1.04	25	2	0	
ERTHEN	LYNNFANA	Bailiff	MINARSAS	2360	1.00	49	8	0	
ESTINES	ATRESSA	ANTHIN	PENDETH	2360	1.03	46	5	0	
EVIN	LYNNFANA	Reeve	ATEACE	470	1.02	10	0	0	
FAESEROL	GRIMRULD	Bailiff	PENDETH	1100	1.04	22	2	0	
FENALE	LYNNFANA	Bailiff	KYG	2510	1.02	50	8	0	
FERIN	LYNNFANA	Reeve	SUREL	470	1.02	9	1	0	
GEBRIL	LYNNFANA	Bailiff	HALAINA	1990	1.01	41	7	0	
GIENDNED	GRIMRULD	NARGILES	PENDETH	1500	1.04	30	4	0	
HALAINA	VALDRUN	Abbot	CALEME	2070	1.01	44	3	0	MONASTARY [4]
HAUDY	LYNNFANA	ONARET	GETHA	1620	1.00	31	6	0	
HEMET	TISHILAN	Bailiff	ATHELREN	1530	1.03	30	4	0	
HERIS	LYNNFANA	ERHEN	KYG	2180	1.02	44	6	0	
HINDERTIS	GRMRULD	VALTER	ATHELREN	1130	1.04	24	2	0	HUNDRED MOOT
HYMDIR	GRIMRULD	Reeve	NENDA	510	1.04	11	0	0	
HYSTOSH	GRIMRULD	Reeve	HINDERTIS	480	1.04	10	0	0	
IASON	TISHILAN	Bailiff	KOBING	1700	1.03	35	3	0	
ILSANE	TIHILAN	Bailiff	KYG	1020	1.02	20	2	0	
ILYM	MYLELIM	Bailiff	ZOBEN	1860	1.03	38	4	0	
INGIAN	TISHILAN	WALORNE	KYG	1520	1.02	30	4	0	
INTREL	TISHILAN	Bailiff	IASON	1520	1.03	29	3	0	
IONSAL	ATRESSA	CURO	PENDETH	1730	1.03	39	3	0	
IRTIVIR	GRIMRULD	Abbot	BRYND	1480	1.04	30	3	0	ABBEY [4]
ISWEND	TISHILAN	HARAND	ZOBEN	1500	1.03	30	3	0	
IXENA	LYNNFANA	POMADA	KIRDEN	1320	1.01	27	2	0	
KADAIL	LYNNFANA	CALDETH	MINARSAS	2160	1.01	42	6	0	
KALLY	LYNNFANA	ELBAROS	KYG	1980	1.02	40	5	0	
KELEN	LYNNFANA	Kt/Com.	HALAINA	1940	1.02	39	5	0	CHAPTER HOUSE [5]
KELIC	ATRESSA	Bailiff	ZOBEN	1560	1.02	29	4	0	
KILEW	LYNNFANA	TARTH	KYG	1560	1.02	28	4	0	
KIRDEN	LYNNFANA	Bailiff	GETHA	1590	1.01	29	5	0	
KYG	TISILAN	Constable	KIBAN	1650	1.02	35	3	10	
LARRIL	ATRESSA	Reeve	AZORN	490	1.01	10	0	0	
LARWEDIN	ATRESSA	SHARANTH	MINARSAS	1820	1.01	38	4	0	
LEMALEX	LYNNFANA	Bailiff	ATHELREN	1850	1.01	38	6	0	HUNDRED MOOT
LESYLE	TISHILAN	Bailiff	ZOBEN	1400	1.03	28	4	0	
LEZTER	ATRESSA	CARAN	MINARSAS	3060	1.01	50	9	0	
LIANSAL	ATRESSA	Bailiff	ATHELREN	1700	1.02	35	3	0	HUNDRED MOOT
LIEDEL	GRIMRULD	Bailiff	KIBAN	1430	1.03	27	3	0	
LORIK	TISHILAN	AFAELIN	ATHELREN	1640	1.03	35	3	0	
LYMROL	TISHILAN	MERED	ATHELREN	2030	1.03	42	5	0	
LYNTORD	ATESSA	Abbot	BRYND	2360	1.02	48	6	0	ABBEY [4]
LYRYN	LYNNFANA	Bailiff	HALAINA	1050	1.01	18	4	0	
MARNOMA	GRIMRULD	Bailiff	IRTIVIR	1310	1.04	27	3	0	
MELWYN	ATRESSA	Reeve	ZOBEN	510	1.02	10	1	0	
MINARSAS	ATRESSA	CALDETH	KING	1790	1.02	35	12	83	EARL CALDETH
MINTA	TISHILAN	Bailiff	KOBING	1690	1.03	34	4	0	
MIRINAS	GRIMRULD	SIDETH	PENDETH	1550	1.04	33	3	0	

KALDOR (MINARSAS)

PLACE	HUNDRED	HOLDER [1]	LEIGE SEAT	GROSS ACRES	LAND [2] QUAL.	HOUSEHOLDS [3] SF	RF	UF	
MYSHTAS	GRIMRULD	Kt/Com.	IRTIVIR	1100	1.04	22	3	0	CHAPTER HOUSE [5]
NAGRIN	**TISHILAN**	**IESAROS**	**ATHELREN**	**1350**	**1.03**	**27**	**3**	**0**	
NAMERIL	ATRESSA	VABENEL	MINARSAS	990	1.02	22	2	0	
NARADA	**LYNNFANA**	**Reeve**	**HERIS**	**450**	**1.02**	**10**	**0**	**0**	
NARMAS	LYNFANA	ERTUS	MINARSAS	1880	1.00	39	4	0	
NECERON	**LYNNFANA**	**Bailiff**	**MINARSAS**	**1800**	**1.00**	**38**	**4**	**0**	
NEDIAN	ATRESSA	KATAIR	KIBAN	1500	1.03	30	3	0	
NENDA	**GRIMRULD**	**HIRNEN**	**KING**	**1200**	**1.04**	**24**	**6**	**29**	BARON HIRNEN
NERLANE	ATRESSA	AUERDAS	MINARSAS	1580	1.02	33	3	0	
NEWSIA	**LYNNFANA**	**Bailiff**	**KYG**	**1730**	**1.02**	**37**	**4**	**0**	
NISARM	GRIMRULD	Reeve	MYSHTAS	510	1.04	10	1	0	
ONRIS	**LYNFANA**	**Bailiff**	**MINARSAS**	**1950**	**1.00**	**42**	**2**	**0**	
ONTES	ATRESSA	DRELICAN	MINARSAS	1800	1.03	36	4	0	
ORDCERN	**TISHILAN**	**Reeve**	**LYMROL**	**500**	**1.03**	**10**	**0**	**0**	
ORDEL	TISHILAN	TARANDIN	ATHELREN	1850	1.03	39	3	0	
PAREN	**TISHILAN**	**HARSENAIN**	**ATHELREN**	**1500**	**1.03**	**31**	**3**	**0**	
PENDETH	GRIMRULD	Constable	GARDIREN	1430	1.04	30	7	37	
RELNIS	**TISHILAN**	**ININA**	**ATHELREN**	**1560**	**1.03**	**33**	**3**	**0**	
RILBON	ATRESSA	ITISDAR	PENDETH	1290	1.03	27	2	0	
RINRIL	**TISHILAN**	**CAZAENA**	**ATHELREN**	**1460**	**1.03**	**30**	**4**	**0**	
RISAT	TISHILAN	Reeve	INGIAN	540	1.02	11	0	0	
ROLATH	**LYNNFANA**	**Reeve**	**DELINCE**	**590**	**1.00**	**12**	**1**	**0**	
ROLNES	TISHILAN	RINTARAN	ZOBEN	1580	1.02	33	2	0	
ROLTER	**ATRESSA**	**Bailiff**	**MINARSAS**	**1960**	**1.01**	**40**	**5**	**0**	
RUSNE	TISHILAN	Bailiff	ZOBEN	1670	1.02	36	3	0	
RYLICON	**GRIMRULD**	**Bailiff**	**TINWAEN**	**1100**	**1.04**	**24**	**1**	**0**	
SANDAI	GRIMRULD	Reeve	SERIN	500	1.04	10	0	0	
SANIC	**ATRESSA**	**CALDETH**	**MINARSAS**	**1880**	**1.02**	**40**	**3**	**0**	
SELISON	ATRESSA	Bailiff	MINARSAS	1190	1.02	25	2	0	
SELKILES	**ATRESSA**	**Bailiff**	**NEDIAN**	**990**	**1.02**	**22**	**1**	**0**	
SERIN	GRIMRULD	Bailiff	NENDA	1230	1.04	25	2	0	
SINAR	**TISHILAN**	**SORABAR**	**ATHELREN**	**1660**	**1.03**	**35**	**3**	**0**	
SONTAL	ATRESSA	Reeve	SELISON	520	1.02	11	0	0	
SUREL	**LYNNFANA**	**Bailiff**	**NENDA**	**1800**	**1.02**	**35**	**6**	**0**	
SYRIST	TISHILAN	Bailiff	TANCER	740	1.02	16	1	0	
TAEB	**GRIMRULD**	**Reeve**	**TINWAEN**	**480**	**1.04**	**10**	**0**	**0**	
TALENCE	KYTHLIM	Bailiff	NENDA	1500	1.05	30	2	0	
TANCER	**ATRESSA**	**KRUANTH**	**ZOBEN**	**1950**	**1.02**	**41**	**4**	**0**	
TARICH	LYNNFANA	ENAGED	NENDA	1640	1.01	35	3	0	
TERODIR	**GRIMRULD**	**TAMISIN**	**NENDA**	**1250**	**1.04**	**27**	**2**	**0**	
THIMIRIL	TISHILAN	CHAREN	KYG	2280	1.03	48	6	0	
TINION	**LYNNFANA**	**Reeve**	**TINION**	**500**	**1.01**	**10**	**0**	**0**	
TINWAEN	GRIMRULD	ARACARAS	PENDETH	1130	1.04	25	1	0	
TISHILAN	**TISHILAN**	**Bailiff**	**ATHELREN**	**950**	**1.03**	**22**	**1**	**0**	HUNDRED MOOT
TONSIA	LYNNFANA	Guildmaster	ATHELREN	600	1.00	0	12	0	
TORSIA	**ATRESSA**	**HIPABETH**	**PENDETH**	**2160**	**1.03**	**46**	**3**	**0**	
TYZN	ATRESSA	CHEANAST	PENDETH	2540	1.03	55	4	0	
URIECE	**ATESSA**	**Bailiff**	**MINARSAS**	**1250**	**1.01**	**24**	**3**	**0**	
VAYRA	KYTHLIM	Bailiff	NENDA	2090	1.05	44	4	0	
WYNLIS	**LYNNFANA**	**Bailiff**	**MINARSAS**	**3000**	**1.00**	**51**	**9**	**0**	
YARL	LYNNFANA	Reeve	TARICH	510	1.01	10	0	0	
ZENIRIS	**GRIMRULD**	**TAININ**	**TERODIR**	**690**	**1.05**	**15**	**0**	**0**	
ZOBEN	ATRESSA	Constable	MARARSAS	2100	1.02	44	5	11	

1. Clans (capitalized) hold their lands in fee simple.
   Named officials (Reeve, Bailiff, etc.) hold fiefs "in trust" for the leige.
2. Average land quality for Harn is 1.00.
3. SF: Serf RF: Rural Freemen UF: Urban Freemen
   Average of 4-5 persons per household, including children.
   Generally, only settlements of 10 (or more) households are mapped.
   Smaller settlement data is included in Manor data.
4. Clerical Order, Spear of Shattered Sorrow, Temple of Larani.
5. Fighting Order, Lady of Paladins, Temple of Larani.

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